

EVERY SECRET!

VERSUS BOOKS

DETAILED MAPS!

OFFICIAL

DINO

CAPCOM

CRISIS

PERFECT GUIDE



**FREE Giant
Poster Inside!**

**All the Puzzle
SOLUTIONS!**

**Get All 3
ENDINGS!**

**Hidden
Missions &
Costumes
REVEALED!**

\$14.99 US

\$19.99 CANADA

D / I

95



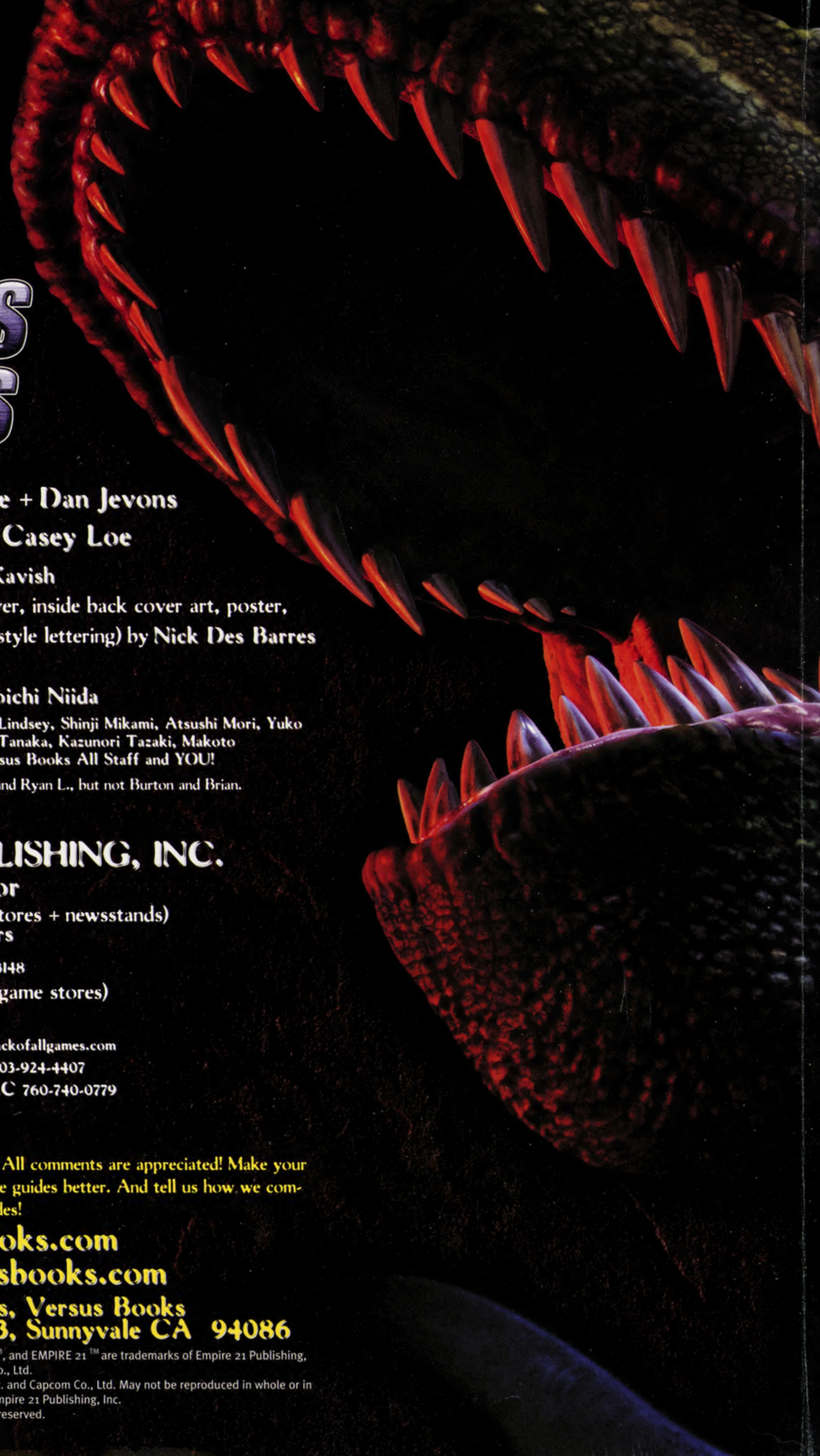
0 73361 87353 8

**OPERATION
Wipe Out**

GAME START







VERSUS BOOKS

VOLUME 7

Written by Casey Loe + Dan Jevons

Layout and Design by Casey Loe

Cover Design by Michael Kavish

**Additional Design (back cover, inside back cover art, poster,
map coloring, all DC Logo-style lettering) by Nick Des Barres**

Maps by Roy Boholst

Capcom Correspondent Koichi Niida

**Special Thanks: Bill Gardner, Bob Lindsey, Shinji Mikami, Atsushi Mori, Yuko
Takadai, Eiichi Takahashi, Kenichi Tanaka, Kazunori Tazaki, Makoto
Tomozawa, Capcom All Staff, Versus Books All Staff and YOU!**

Casey Loe would like to thank Rachel and Ryan L., but not Burton and Brian.

**PUBLISHED BY
EMPIRE 21 PUBLISHING, INC.**

Publisher Matt Taylor

National Distributor (bookstores + newsstands)

Eastern News Distributors

**One Media Way, 12406 Rte. 250
Milan, OH 44846-9705 800-221-3148**

National Distributor (video game stores)

Jack of All Games

**2909 Crescentville Road
West Chester, OH 45069 www.jackofallgames.com**

Newsstand Consultant PSCS 603-924-4407

Direct Market Consultant PD&C 760-740-0779

Manufactured in USA

ATTENTION READERS:

**What do you think of this guide? All comments are appreciated! Make your
voice heard so we can make future guides better. And tell us how we com-
pare to the other Dino Crisis guides!**

email: dino@vsbooks.com

web site: www.vsbooks.com

**snail mail: Dino Crisis, Versus Books
370 Altair Way # 333, Sunnyvale CA 94086**

VERSUS™, VERSUS BOOKS™, PERFECT GUIDE™, and EMPIRE 21™ are trademarks of Empire 21 Publishing,
Inc. DINO CRISIS™ is a trademark of Capcom Co., Ltd.
Entire contents ©1999 Empire 21 Publishing, Inc. and Capcom Co., Ltd. May not be reproduced in whole or in
part without express written permission from Empire 21 Publishing, Inc.
DINO CRISIS ©1999 Capcom Co., Ltd. All rights reserved.



DINO CRISIS

Basic Training	4
Combat Training	6
Weapons Training	10
Enemy Profiles	12
Walkthrough	18
Finales	68
Solutions	74
Secrets	78
Op: Wipeout	81
Map Appendix	88
Interviews	94

BASIC TRAINING

Taking Damage and Bleeding

Regina is tough as old boots, but lead her into one too many claw/head interactions and she will end up winding her way round the lower intestines of a raptor in so many bite-sized pieces. There is no 'life bar' to view in Dino Crisis, so you're going to have to go by visual and aural clues to assess Regina's current health status. The easiest way to tell is to simply look at her. Regina has three visual health postures – OK (regular pose), damaged (slight limp, hand on shoulder), and severely damaged (severe limp, hand across stomach). When she is severely damaged she is normally only a single attack away from death, so it's time to use a Med Pack. Also, you will notice that the music speeds up as Regina takes damage. This can be helpful in situations where you don't get time to look at her posture, like when she's having the crap beat out of her by two Therizinosaurs.

In addition to regular damage, raptors and Therizinosaurs can also 'maul' Regina with a bite attack. These attacks involve the dinosaur grabbing Regina and shaking her around, either by arm or leg. Once again, mash the buttons to get out of this quickly, but no matter how fast you recover, Regina will now be bleeding. While bleeding, Regina is periodically incurring damage. You can either use a Hemostat (or Large Med Pack) to stop the bleeding, or wait for the bleeding to end of its own accord. Depending on how savagely Regina was mauled, this can be anywhere from seconds to minutes. Normally it will drop Regina down an entire damage state, so it's best to patch up right away.



Pushable Items

Occasionally you will come across a shelf or box that can be 'pushed' by Regina, usually revealing a hidden item beneath. Identifying 'pushable' objects is pretty easy once you've been around a bit. In fact, there are only three different types of items that can be pushed: Crates, Block-like Desks, and Metal Shelves.



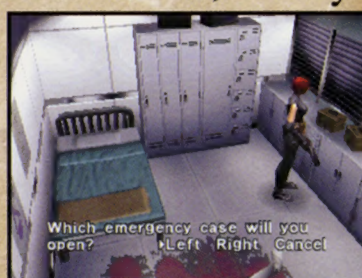
To do so, just walk up to the object in question and push into it (no need to press any buttons). Once Regina has started pushing, she will continue to push until the object has fully shifted. This is worth noting for the 'push the crates' puzzle, where it is possible to screw things up by accidentally push-

ing the wrong crate in the wrong direction (objects can not be pushed back). Interesting fact number 479: whenever there is a pushable object in an area, you know you are safe! No dinos can appear OR follow you into an area with a pushable object. Strange but true!

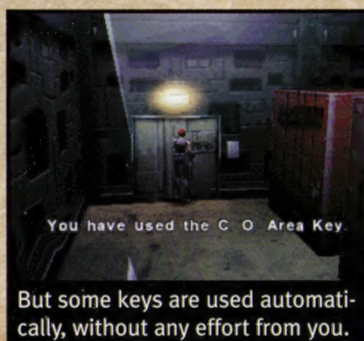


Keys and disks and ID cards, oh my

It is not without reason that Dino Crisis has affectionately come to be known by another name around the Versus Books office: Key Crisis. There are a heck of a lot of keys to be found on Ibis island and their application varies. Some keys Regina will automatically use when you click on the appropriate door or lock (such as the Main Gate key) and some keys require you to actually select them from the inventory screen and use them



Keys like this Small Key need to be selected from your item screen.



at a specific location. If you are having trouble with a key that you KNOW should work on a certain lock, make sure you are standing directly in front of the locking mechanism when you select it from your inventory screen.



The Secrets of Mixing



view in the mixing screen. Add any two items together, and it gives you whatever item is at their combined level (except for Resuscitates and Poison Darts, which are a special case). If you mix a tranquilizer with a recovery item, the resulting item will be of whichever type had the highest level. If they're the same level, you'll always get a recovery item.

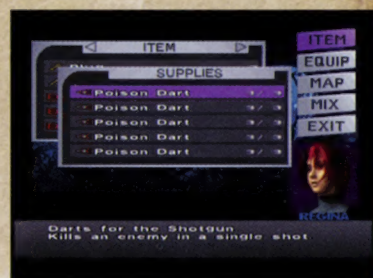
The wildcards are the "Aids," which work like this: **Intensifier**

Mixing isn't as complicated as you may think. It works like this: Every item has a value (its "level") which you can

raises anything's level by 3; **Recovery Aid** raises the level of recovery items by 5, or tranquilizers by 1; and **An. Aid** raises the level of tranquilizers by 5 and recovery items by 1. **Multipliers** double the amount of any level 12 or lower item, but don't alter the level.

MAKING POISON DARTS: Poison Darts are simply the most valuable items in the game. Mixing them is easy: Add an An. Dart L++ to a **Resuscitate** (which is two Med Pak L++'s mixed together), and you'll get a shiny new Dart. No matter how many of each you mix, it's always just one dart, so save those single An. Dart L++'s!

Level 1	Hemostat	An. Dart S
Level 2	Hemostat+	An. Dart S+
Level 3	Hemostat++	An. Dart S++
Level 4	Med Pak S	An. Dart M
Level 5	Med Pak S+	An. Dart M+
Level 6	Med Pak S++	An. Dart M++
Level 7	Med Pak M	An. Dart L
Level 8	Med Pak M+	An. Dart L+
Level 9	Med Pak M++	An. Dart L++
Level 10	Med Pak L	
Level 11	Med Pak L+	
Level 12	Med Pak L++	
Level 13?	Resuscitate	
Level 14?		Poison Dart



	Hemostat	Med Pak S	Med Pak M	Med Pak L	Resuscitate	An. Dart S	An. Dart M	An. Dart L	Poison Dart	Recovery Aid	An. Aid	Intensifier
Hemostat	Hemostat	Hemostat+	Med Pak S+	Med Pak M+	Med Pak L+	Hemostat+	An. Dart M+	An. Dart L+		Med Pak S++	Hemostat+	Med Pak S
Med Pak S	Med Pak S	Med Pak S+	Med Pak M+	Med Pak L+	Med Pak L++	Med Pak S+	Med Pak M+	An. Dart L++		Med Pak M++	Med Pak S+	Med Pak M
Med Pak M	Med Pak M	Med Pak M+	Med Pak L+	Med Pak L++	Med Pak L++	Med Pak M+	Med Pak L+	Med Pak L++		Med Pak L++	Med Pak M+	Med Pak L
Med Pak L	Med Pak L	Med Pak L+	Med Pak L++	Med Pak L++	Resuscitate	Med Pak L+	Med Pak L++	Med Pak L++		Med Pak L++	Med Pak L+	Med Pak L++
Resuscitate								Poison Dart				
An. Dart S	Hemostat+	Med Pak S+	Med Pak M+	Med Pak L+		An. Dart S+	An. Dart M+	An. Dart L+		An. Dart S+	An. Dart M++	An. Dart M
An. Dart M	An. Dart M+	Med Pak M+	Med Pak L+	Med Pak L++		An. Dart M+	An. Dart L+	An. Dart L++		An. Dart M+	An. Dart L++	An. Dart S
An. Dart L	An. Dart L+	An. Dart L++	Med Pak L++	Med Pak L++	Poison Dart	An. Dart L+	An. Dart L++	An. Dart L++		An. Dart L+	An. Dart L++	An. Dart L
Poison Dart												
Recovery Aid	Med Pak S++	Med Pak M++	Med Pak L++	Med Pak L++		An. Dart S+	An. Dart M+	An. Dart L+		Hemostat+		Hemostat+
An. Aid	Hemostat+	Med Pak S+	Med Pak M+	Med Pak L+		An. Dart M++	An. Dart L++	An. Dart L++			An. Dart S+	An. Dart S+
Intensifier	Med Pak S	Med Pak M	Med Pak L	Med Pak L++		An. Dart M	An. Dart L	An. Dart L++		Hemostat+	An. Dart S+	



COMBAT TRAINING

As you may have already guessed, you're going to cross paths with some dinosaurs during your stay on Ibis island. But don't worry, there's none of that Lost World "chance of a lifetime opportunity for scientific research on an extinct species" crap here. Regina is a highly trained military operative with a job to do, and the only way she'll be observing dinosaur behavior is down the barrel of a gun. Conservation of wildlife? Conservation of ammo more like! It's kill or be killed (and killed horribly at that), so don't feel too guilty about unloading a clip or two into the back of a sleeping raptor's head. It's all in the name of patriotism.

Surviving the Horror



The single most important strategy for surviving the horrors of Dino Crisis is 'plan your actions in advance'. Sounds obvious enough, but it really is a point worth making.

Even though Regina is fairly nimble by survival horror standards (she could run rings around the Redfields), she is a tortoise when compared with most of the creatures you will encounter in the game. Raptors and Therizinos make up the bulk of your opposition, and as you will soon come to realize, their speed and ferocity make it very difficult to be spontaneous. Take my word for it: combat in Dino Crisis is NOT reactionary. Lightning reflexes aren't really going to help you here. When you enter an area you need to assess the threat, decide what you want to accomplish, figure out HOW you're going to accomplish that as safely as possible with your current supplies, and then do it. Even when you get surprised by a shock dino, you can still freeze the game by entering your inventory screen, and take your time preparing the correct weapon/strategy before returning to the fray.

KNOW YOUR SITUATION: There are three main combat situations you need to identify in Dino Crisis (excluding 'T-Rex' encounters): When to kill a dinosaur, when to tranquilize a dinosaur, and when to try and dodge around a dinosaur. When you know the game well enough, it becomes pretty obvious which of these is the correct method for any given situation, but if this is your first time playing through, it can be a little trickier. To make an informed decision you need to know things like: Will this dinosaur regenerate? Will you be coming through this area again? What's in the next room? Can this dinosaur follow you into the next room? Of course, we tell you all this in the walkthrough, but for those of you that want to figure it out for yourself (go ahead, see if we care), here are a couple of general pointers.



You pass through this thin hallway frequently, and the hall is too thin to run past. So unload and enjoy.

WHEN TO SHOOT: As a general rule, when in doubt, exterminate. This may seem like a very gung-ho attitude for a survival horror game, but 90% of the time it is actually a lot safer to tackle the dino head on than to run from them. If it's an

area you will be passing through more than once, a narrow corridor where it looks like it will be hard to dodge a roaming dino, or if a dino has somehow managed to get up close to you and there is no nearby exit (through a danger event or scripted sequence) your best bet is to just start busting caps. You get the shotgun very early on in the game, and once you know where all the plugs are, ammo is reasonably plentiful. There's really no reason to take unnecessary risks. In most cases offense is the best defense. Besides, you know you want to.

WHEN TO STUN: If you are running low on "hard" ammo (ammo that does damage), need to take out one of a pair of raptors so you can kill his partner without interference, or are in an area which you think you might not be coming back to, you may want to use an "Anaesthetic" dart. An. Darts are a little harder to hit with than regular ammo types, but they are the most common form of ammo in the game (provided you don't mind doing a little mixing) and they are very effective. If you have the dosage correct (some enemies will need more than a single shot from weaker darts), they will neutralize the dino the moment they break the skin. Even the lowest knock-out dosage will give you plenty of time to escape.



Killing foes in an area you only pass through once is a waste of ammo, and fighting two raptors without tranquilizers is simply insane.

WHEN TO RUN: Occasionally a situation will arise where you will want to just run past a dinosaur to conserve ammo, or simply to get away unharmed. Maybe you have a lot of room to dodge, the dinosaur is asleep, or you are far enough away from a dino that you can make it to your chosen exit without them getting close. Sometimes you will encounter two dinosaurs in close proximity to each other and you, and it will be impossible to get off a shot before they are on top of you. In situations like these it is better to leave

the room and return to reset their starting position. However, running leaves you very vulnerable to attack, and should definitely be considered the last resort. The exception to this rule is for any encounters with Pteranodons, when it is actually a lot safer to run than to fight.



New Abilities



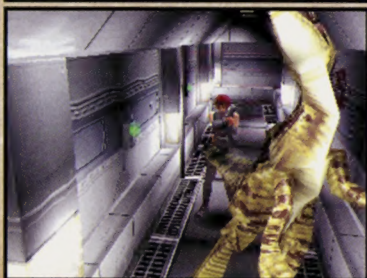
QUICK TURN: One of the new additions to the control scheme established in Resident Evil 1 & 2 is the "quick turn" button. By tapping the R2 button (when you're not moving or raising your weapon), Regina will perform a quick 180° spin.

Unfortunately this move isn't very useful. Regina's regular turn speed is only marginally slower, and the auto aim function will automatically

spin you (at the same speed as a quick turn) to face the nearest enemy whenever you press the weapon ready button. However, the quick turn does have its uses, especially during T-Rex battles when you need to dodge back and forth in a confined space.

WALKING WITH WEAPON READY: The other major addition to the Resident Evil control scheme is the ability to actually walk with your weapon ready. Unfortunately, like the Quick Turn, the usefulness of this skill is questionable.

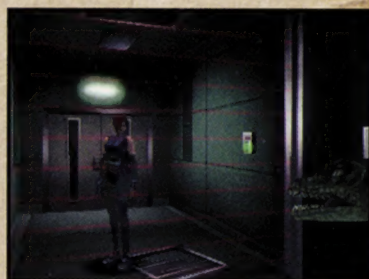
Regina only moves at walking speed with her weapon raised, and she stops dead whenever she fires. The only real use we've found for this technique is to allow you to advance on a prone dino to get a point blank shot without having to go through the effort of lowering your weapon, running forward, and then raising it again.



Tracking Your Foes

Not only does Regina's posture reflect her health status, but her head will track any nearby dinos, whether you are aiming at them or not. This can be especially handy when the dino in question is lurking off screen. If auto-

targeting is enabled (it is by default), when you raise your selected weapon Regina will automatically turn to face the nearest enemy. However, she will NOT automatically track the enemy with her weapon as the enemy moves (unless you are using the Handgun with Sight modification), so if a dino shifts position significantly, you will need to release the weapon ready button and press it again to get a fresh lock.



"Danger" Scenes

Throughout the game you will encounter a number of "Danger" scenarios where Regina is thrown into a cinematic crisis situation with one of two possible outcomes. So how do you affect the outcome of these events? Simple—Mash those buttons baby! When you see the word "Danger" flashing on the screen rapidly press all of the available buttons on the controller and wiggle the D-pad like you were attempting a 97-hit combo with Wolverine in *X-Men Vs SF*! If you were frantic enough, you will receive the good outcome. Slack off, and you will receive the bad outcome. Sometimes this merely means Regina gets a chewing, sometimes it's the difference between life and death.

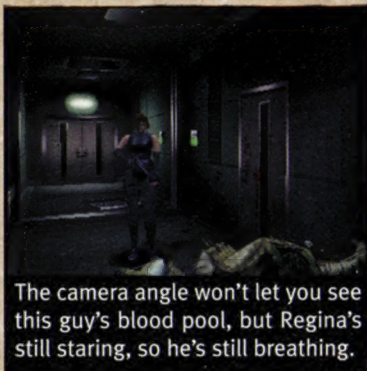


Detecting Fakers

Much like those crafty zombies in Resident Evil, sometimes when a raptor goes down, he's not really out. This seems to be random occurrence, and there is no way of preventing it (except for massive overkill!). Fortunately, there are two telltale signs that let you know when a raptor is feigning death. First of all, a raptor is not really dead till it is swimming in a pool of its own blood. When you see a raptor lying on the floor with no puddle of blood underneath it, you know that it is getting ready to chomp on your leg.

Second, Regina, being the well-oiled killing machine that she is, instinctively KNOWS when a raptor is out for the count. Once again, you can gain valuable information by watching her head orientation, to see if she is still visually tracking the raptor while it is on the ground. If she is, you know the raptor is still alive.

When you've detected a faker, the process is simple. Just wait for the raptor to get back up (you can speed this up with a bullet if you like, but it won't register the damage) then fire precisely TWO 9mm parabelum rounds into the raptor. Just two. One, two, buckle my shoe, raptor's through.



The camera angle won't let you see this guy's blood pool, but Regina's still staring, so he's still breathing.



This guy thinks he can lure me in for a leg bite or tail swipe? I think not.



Cheap Kills with "Pecking"

Now this is a bit cheeky. Pecking is all about taking advantage of the fact that Dino Crisis keeps track of how much damage you've inflicted on a dino, even when you leave the area. This makes it possible to tranquilize a dino in a central hall, run into an adjacent room, accomplish your tasks quickly, then return to the hall without the dino ever waking up. It ALSO makes it possible to stand at the exit from an area, pump some rounds into a distant dino, turn and



2



3

run out the exit when the dino gets close, then immediately go back into the same room and resume firing. The dino's position will randomly change, but it will still retain the damage you inflicted on it moments before, making it much easier to kill. Note that tranq time and damage inflicted is not recorded when you save your game.

Fun With Tranquilizers

You know by now that An. Darts put a dinosaur to sleep for a fixed period of time. But who's to say you can't take advantage of that impromptu nap to do some REAL damage? The moment the An. Dart hits its mark, switch to a hard ammo type and start blasting away at the helpless target. Remember, these are 'Anaesthetic' darts you are using - it can't feel a thing! Heh heh. Unfortunately, there are two downsides to this cruel, but curiously satisfying practice. Firstly, inflicting damage on a dino while it is asleep will wake it up from its artificially induced slumber a lot quicker. There is no hard and fast rule as to how many rounds you can get off before a dino wakes back up - it varies with the type of dinosaur and the strength of the An. Dart used. Anything more powerful than an S&W bullet will wake up a raptor right away. Nothing like a shotgun round to the back of the head to end that 'stalking a stray Gallimimus' dream. Therizinosaurs on the other hand can sleep through a shotgun blast or two, and almost never wake up for S&W hits (the weapon of choice for killing a tranquilized Therizino).

Secondly, and this is the real kicker, your attacks do LESS damage to the dino while it is tranquilized. Sad but true. So although this technique is relatively safe (you can just pop another An. Dart in there if the dino stirs), it isn't the most efficient killing technique.



Fire the dart, then start shooting before the body hits the ground.



Shutter Strategies

Although initially all these electric shutters do is block your path, as the game progresses you will come to appreciate their strategic value. Once shutter access has been enabled by Rick, the

flashing red panels on either side of the shutter will turn green, signifying that the shutters can now be switched on and off at your leisure.

The effect is instantaneous – once you flip the switch the barrier comes up. Anything caught in the middle will be knocked aside. Neither you, nor any of the dinosaurs, can cross the barrier while it is up (contact results in a sharp but non-dam-

aging shock), but hey, you can still shoot through the gaps! Beginning to see the possibilities?

If a raptor or Therizino is chasing after you, he will keep coming, charging into the laser and recoiling (raptors fall to the floor, Therizinosaurs just stagger backwards) ad infinitum. They're cunning, but they're not too smart. They also have no long range attack, so feel free to blast away from the opposite side of the shutter without risk of retaliation.

The only downside to this scenario is the ammo consumption factor. First of all, since you're too far away to get point blank hits, it can take more shots to kill a dino when shooting from behind a shutter. Secondly, there are a couple of points in a raptor's animation cycle where it will take less damage from a hit. Try not to shoot a raptor as it is falling to the floor (after hitting the laser) or just as it starts to get up. Since Therizinosaurs do not fall to the floor, they can be shot at any point during their recoil animation.

Point Blank Damage

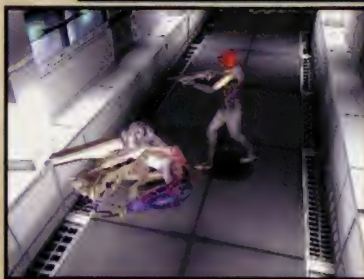
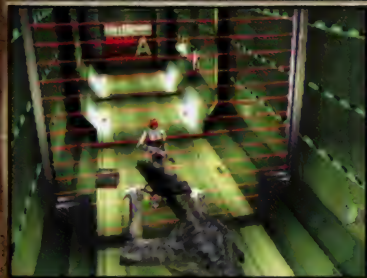
Point blank damage is Dino Crisis' best kept secret! Once you've mastered the art of sustained point blank damage, you'll be able to slap any raptor around like a red-headed stepchild. Both types of Shotgun ammo and 40S&W bullets get a large bonus when fired from point blank range (so close your shadows are almost touching) on both types of raptors. Not only do the shots do more damage (akin to a critical hit) but they also knock the raptor flat on its ass – guaranteed! If you can get close enough to the raptor to inflict another point blank hit before it gets up, you can repeat the

process, knocking the raptor down AGAIN, and keeping it pinned to the floor until death, without risk of retaliation.

The easiest way to judge the timing is to simply shoot, run over to the prone raptor (so your feet are touching its body), and raise your weapon and fire again as soon as you're in point blank range. If you do this successfully, while it's still on the ground or just trying to get up, it will flip through the air and return to the prone position. Note, however, that if you've pinned the raptor against a wall or shutter, the timing will be off a bit, and you'll have to wait until you see it trying to get up before you can fire and get the point blank bonus.

Point blank damage is also useful on Therizinosaurs, though not quite as effective as on raptors. A point blank shotgun hit will NOT knock a Therizino down, but it WILL force it to recoil, so if you have the Stock upgrade (without it you cannot re-load fast enough after every shot) you can still suppress a Therizino from attacking with point blank damage. Just get close enough to smell what it had for breakfast and keep the trigger pumping. Unfortunately this is only true for shotgun ammo, not 40S&W bullets.

The biggest problem with point blank damage is getting close enough to land that crucial first shot without getting hit. The range is calculated from the SHADOW at the base of the dinosaur, not from its extremities, so shooting a raptor's head isn't always going to work. Try to approach a dino from the side, or failing that, use an An. Dart to get in close.



WEAPONS TRAINING



Shotgun

Once you have the shotgun and some hard ammo, your raptor troubles are well and truly over. The PA3 is a powerful military pump action shotgun by L. Franchi, that forms the mainstay of your dinosaur offense. Both SG "Bullets" and "Slag" Bullets are highly effective against raptors, super raptors, and even Therizinos in a pinch, and life only gets easier with the addition of the Shotgun Stock and Shotgun Parts. Not only does the shotgun offer the most effective point blank damage in the game (making it a cinch to take down any raptor without risk), but it also doubles as a tranquilizer rifle! How is that possible you say? Who knows? Who cares? It just does, so make the most of it!

Shotgun Stock



Adds a stock to Regina's PA3, magically granting the gun a faster firing rate (it is now semi-automatic). The gun can also fire 7 shots total before re-loading, though if you use the Inventory screen reload trick that's kind of a moot point.

Shotgun Parts



Upgrades the gun to SPAS 12 status: A fully automatic killing machine with enough power to stop an elephant. Or a rampaging Therizino. Both SG Bullets and Slag Bullets do approximately 25% more damage!



SG Bullets



SG Bullets come in boxes of 5 shells, and Regina can hold 10 per slot. They inflict strong point blank damage, but the damage dissipates considerably with distance. The spread of pellets does have an advantage though – at close range a single SG Bullet can hit multiple targets.

Slag Bullets



Like SG Bullets, Slag Bullets come in boxes of 5 shells, but these have a much longer range than SG Bullets AND do more damage (to a single target). Slag Bullets also benefit from the point blank damage bonus making them all round one of the best ammo types in the game.

Weapon damage chart (shots to kill)

	RAPTOR	S. RAPTOR	THERIZINO	COMPY	PTERANO.
	9-11	12-18	11-14	1	3-4
*normal	7-8	8-14	8-9	1	2-3
*point blank	5-6	5-9	8-9	1	2
*normal	4-5	6-8	6-8	1	1
*point blank	3	4-6	5-6	1	1
*normal	4	5-7	4-6	1	1
*point blank	3	3-6	4-5	1	1
	1-2	1-2	2-3	1	1
*if all 3 hit	1	1	2	1	1

Anaesthetic Darts

Despite the name, An. Darts are actually used for putting an enemy to sleep, not numbing their pain. The darts themselves travel much slower than bullet-based ammo, but most dinos travel in straight lines and are fairly easy to hit. Just don't try using them against Pteranadons or compies! Remember to save your one-shot-kill Poison darts for the Therizinos and super raptors later on in the game! Regina can only hold three of the same An. Dart type per inventory slot.

Anaesthetic Dart Efficacy Chart (shots\time stunned)

	RAPTOR	S. RAPTOR	THERIZINO	COMPY	PTERANO.
An. Dart S	2 darts/ 10-15 sec.	2 darts/ 10-15 sec.	2 darts/ 5 sec.	N/A	Death
An. Dart M	1 dart/ 10-15 sec.	1 dart/ 10-15 sec.	1 dart/ 10 sec.	N/A	Death
An. Dart L	1 dart/ 20-30 sec.	1 dart/ 20-30 sec.	1 dart/ 15-25 sec.	N/A	Death
Poison Dart	Death	Death	Death	N/A	Death



Handgun

The Glock 34 (made by Glock of Austria) is your standard issue survival horror starting weapon, and though it may be an effective "gat" for drive-by shootings in Compton, it is somewhat less effective on the new thick-skinned inhabitants of Ibis island. The number of hits it takes to kill even the weakest raptor with 9mm parabellum rounds makes it prohibitively dangerous to use in one-on-one combat. **ONLY** use 9mm rounds from behind the safety of a security shutter, or in conjunction with multiple An. darts. However, once you find the Slide modification and can use the 40S&W bullets, the Glock 35 becomes a surprisingly handy weapon for taking on both raptors AND super raptors. At point blank range the 40S&W bullets will inflict a knockdown hit on a raptor, making it possible to keep the raptor pinned to the ground till death.

Slide Modification



Upgrades your Glock 34 to a spiffy new Glock 35, capable of using both 9mm Parabellum rounds AND the slightly more powerful 40S&W bullets.



Sight Modification



Adds a sight to your Glock that increases the chance that either ammo type will inflict a *Critical Hit*; that is, a hit that does double damage. It also allows for constant tracking of an enemy (achieved by holding down the weapon ready button).



9mm Parabellum Ammo



9mm Parabellum bullets come in clips of 17 and Regina can hold up to 34 in one inventory slot. 9mm bullets are weak, but they do have the advantage of being a long range ammo type making them ideal to use when 'pecking' or capping dinos from behind shutters.

40S&W Bullets



Comes in clips of 15 bullets and Regina can hold up to 30 in one inventory slot. S&W rounds are not only more powerful than 9mm rounds but they also have the potential to inflict point blank damage. You need the Handgun Slides before you can use 40S&W Bullets.



Grenade Pistol

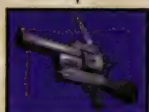
All the power of a shoulder-mounted grenade launcher in a handy, practical, fold-away pistol! Fun for all the family! The 40mm Heckler & Koch Grenade Pistol is the most powerful weapon in the game, and the tool of choice for beating down Super Raptors and Therizinosaurs. Even the mighty T-Rex himself kneels before the pyrotechnic power of the Grenade Pistol. You only get two kinds of ammo (both of which are rare) and one upgrade, but hey, that's all you need. Dinosaurs are tough, but they're not that tough...

GG Parts



The one drawback to the Grenade Pistol is the lengthy reload time between shots. With

the GG Parts installed Regina only has to reload once every three shots.



Grenade Bullets



Moving at roughly the same speed as an An. Dart, Grenade Bullets arc through the air before eventually losing momentum and falling to the ground. But don't worry, if you've got a dinosaur targeted they will hit their mark long before they start to lose steam. Grenade Bullets come in packs of three and do extreme damage! Regina can hold up to six Grenade Bullets in an inventory slot.

Heat Bullets



Time to turn up the heat! Heat Bullets are actually three special incendiary grenades in one that spread out in a triangular pattern once they exit the barrel. Each incendiary grenade explodes on contact, setting fire to its target and doing slightly less damage than a regular Grenade Bullet. If you aim a Heat Bullet right, you can actually tag multiple dinosaurs with the individual incendiary grenades. Flame on!



ENEMY PROFILES

Velociraptor

Velociraptors are commonly agreed upon as the deadliest and smartest of all the dinosaurs of the Cretaceous period, and wouldn't you know it, they're also the most common enemy you will face in *Dino Crisis*. There are two different types of raptor you will encounter on your travels: The regular green/brown raptors that you meet straight away, and the "super" raptors with the blue/red head markings that you encounter in the second half of the game. The super raptors are basically pumped up versions of the regular raptors, with extra hit points and a couple of new moves to put the pain on poor old Regina.

VELOCIRAPTOR FACT FILE

NAME MEANS: *SPEEDY THIEF*

PERIOD: *CRETACEOUS (80-85 MILLION YEARS AGO)*

APPROXIMATE HEIGHT: *6FT*

APPROXIMATE LENGTH: *3FT*

APPROXIMATE WEIGHT: *15-33 LBS.*

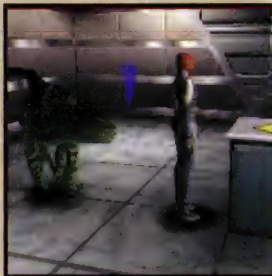
Raptors were small, fast, meat-eating dromaeosaurids that hunted in packs, often attacking much larger prey. Considering their long legs and light weight, they were almost certainly among the fastest of the dinosaurs, and could probably jump great distances. They attacked by slashing with 7 inch long, sickle-like retractable claws on the middle toes of each foot. Raptors were also extremely intelligent with the highest Encephalization Quotient (relative brain to body weight) of all the dinosaurs.

BITE: The raptor's primary attack is also one of its deadliest. The raptor cocks its head and lunges forward sharply, snapping its jaws at Regina. If the bite makes contact it will inflict medium damage. What makes this attack so lethal is a) the raptor can follow up with another bite attack almost immediately and b) the

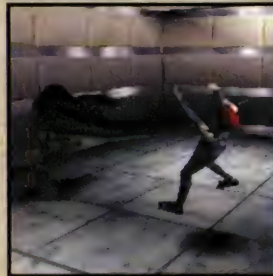
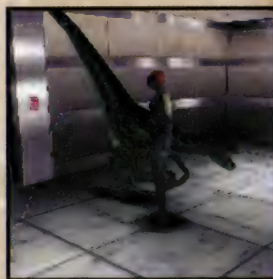


range. The attack has artificially wide collision, and often even when it seems Regina is at a safe distance, the attack will still hit. Occasionally it will even knock the gun out of Regina's hands!

TAIL WHIP: If you are close to a raptor, but outside of its front attack cone, it will normally attempt to whiplash you with its tail. The attack itself does little damage, but it often knocks Regina off of her feet, and sometimes even knocks the weapon out of her hands! Getting the weapon back is



easy (there's a big blue arrow pointing to it) but it can still be problematic in the heat of battle - especially if there is another raptor close by.



BITE TO MAUL: Occasionally, when a Raptor lands a well-placed bite on Regina, he will latch onto her arm and start shaking. Not only does this attack look particularly painful, but it also leaves Regina bleeding. The damage done by the maul is determined by how long the raptor shakes for, so tap the



buttons and roll the D-pad to break free as quickly as possible.

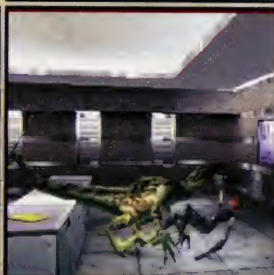
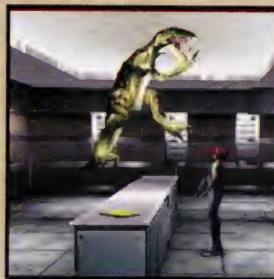


DASH TO HEADSWIPE:

Sometimes when you are a good distance from the raptor, it will attempt to close the gap AND attack you at the same time by dashing. While dashing the raptor's turning is limited, but it can still wheel a

little to try and track you if you try to dodge. At the end of the dash the raptor will attempt to swipe Regina with its head. If he hits the attack will do medium damage and sometimes knock Regina to the ground.

POUNCE TO MAUL: Think you're safe by putting a table between you and a raptor? Think again! If you are outside of bite range, the raptor will sometimes try to leap through the air at Regina, claws outstretched. Sometimes, but not always, this attack is signaled by a telltale rear and hiss prior to the leap. The pounce is very hard to dodge, and if it hits, the raptor almost always pins Regina to the floor and follows up with a guaranteed maul, grabbing Regina by the arm and shaking her around like a rag doll. Mash that pad to break free! When Regina does free herself, she will kick the raptor to the floor, but will be left bleeding.



General Tactics

Your best bet for trouble-free raptor extermination is the Shotgun. Raptors are particularly susceptible to point blank damage, and once you get the hang of linking one point blank hit into another, they go down without a fuss. 40S&W bullets will also do the trick, but you have to get a bit closer. If you are worried about getting close enough to land that first point blank hit, use an An. Dart to close the gap. There are three different random strengths of raptor for each class (regular and super), each with varied hit points. You will never know how strong a particular raptor is until it is dead, so make sure you have enough ammo to finish the job even if you're facing the strongest type.

If you must run from a raptor (like the very first raptor encounter in the game), make sure you weave left and right in a wide arc. The raptor will keep changing direction to get a lock on you, and hopefully, will not be able to hit you.

The biggest challenge with raptors is facing two together. My advice to you is: Don't. Do whatever it takes to separate them. If there is no easy way to incapacitate one of the raptors (e.g. a Grenade or an An. Dart) then leave the area and return when you are better equipped.



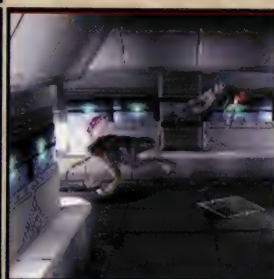
Super Raptor Attacks:

Dino Crisis features two kinds of raptor. Super Raptors, which appear later in the game, take more hits and have a few exclusive attacks. They can also do anything regular raptors can.

RAM: This exclusive super raptor attack sees the raptor lowering its head and charging at Regina. If it hits,

the raptor will keep charging, carrying Regina pinned to its head until it smashes her into a nearby wall. Both parties then hit the ground.

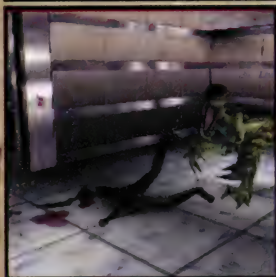
DASH TO FLIP: As a variation on the dash to head swipe, the super raptors will occasionally toss Regina up in the air when they make contact, sending her crashing to the ground nearby.



Raptor Attacks (continued):



LEG GRAB: If Regina is knocked face down to the ground, a raptor will occasionally try to pick her up off the ground by her leg, and shake her around. This attack is rare, and can easily be avoided by mashing the pad to get up off the ground quickly.



that does minimal damage, but can still catch you by surprise.

FAKE TO LEG MAUL: The second fake attack is a little more serious. The Raptor will grab Regina's leg and start chomping. Shades of Resident Evil, methinks. Don't worry, this attack won't make Regina bleed.

FAKE TO WHIP:

Sometimes when a raptor goes down it isn't really dead. If Regina gets too close to a raptor 'faking' death, it will lash out with one of two attacks. The first is a simple tail whip



THERIZINOSAURUS FACT FILE

NAME MEANS: SCYTHE LIZARD

PERIOD: CRETACEOUS

APPROXIMATE HEIGHT: UNKNOWN

APPROXIMATE LENGTH: UNKNOWN

APPROXIMATE WEIGHT: UNKNOWN

Therizino was

a huge theropod

known only from fos-

silized arms found in

Southern Mongolia in 1948.

Its classification is uncertain.

The huge arms were 8 feet in length

and the scythe-like claws were 2 feet long

apiece! Some paleontologists have speculated

that these claws may have been used to rip

open ant nests, making Therizino an insecti-

vore, though most experts conclude it was a

herbivore. Clearly Capcom thinks otherwise.

Therizino

I like to think of the Therizino as being the raptor's big, ugly, stupid cousin from the Ozarks. Therizinos are living tanks – what they lacks in speed, they more than makes up for in range and power! They can kill you quicker than any other enemy in the game (with the exception of T-Rex) so you really have to be careful around them. Time to break out the big guns...

CLAW SWIPE: The claw swipe is the Therizino's most common attack. It has absolutely vast range, but only does light damage per hit. Therizinos can also chain together claw swipes in quick succession, going from a left to a right or vice versa.

The impact of each hit will send Regina

reeling, often

screwing up your

positioning.

Because of this

attack you will

have a hard time

dodging past a

Therizino.



DUEL OVERHEAD CLAW SWIPE:

Now this one is dangerous.

Occasionally a Therizino will rear up and go

for a duel overhead claw swipe. Once again

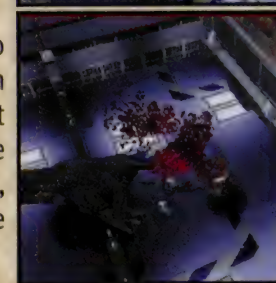
the range of the attack is huge, and if it

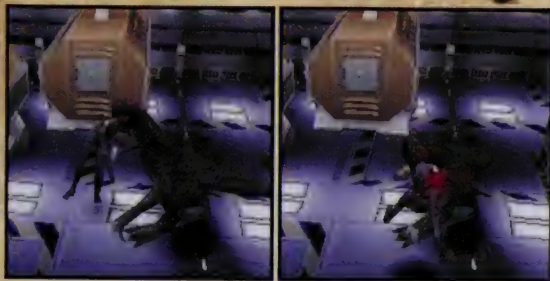
makes contact it will smash Regina to the

floor hard, doing HEAVY damage. In fact,

outside of one-hit kills, this is the single

most damaging regular attack in the game.





attack is damaging, but nowhere near as damaging as it looks, and it doesn't even leave Regina bleeding!



FOOT STOMP: If a Therizino manages to knock Regina to the floor with a Duel Claw Swipe, it will try to follow it up with a foot stomp. The foot stomp is slow to launch, but if it hits while Regina is still lying on the ground it is an **INSTANT KILL**. So bash those buttons when you go down to avoid becoming a dino foot print!

LEG GRAB: If a Therizino knocks Regina to the floor **FACE DOWN** it will use this attack instead of the Foot Stomp. Therizino picks up Regina by her leg and gives her a good shaking. This attack leaves Regina bleeding.



General Tactics

Therizinosaurs are dangerous. Despite their slow speeds, their attacks are deceptively difficult to dodge. Don't mess around with these guys – break out the big guns and go for the quick kill. Grenades or Poison Darts are the ammo type of choice. By the time you meet the first Therizino you should have plenty of both, so no excuses! If you absolutely must, it is possible to suppress a Therizino with point blank Shotgun hits (S&W hits won't do it). He won't fall down like the raptors, but the point blank damage will make him recoil and stop him from attacking. Getting close enough to land that first point blank hit can be a problem though...

If you don't have enough ammo to safely kill a Therizino, use An. Darts. Don't ever let these dinos get close to you, and don't try and dodge around them. Nasty!



COMPSOGNATHUS

FACT FILE

NAME MEANS:

PRETTY JAW

PERIOD: LATE JURASSIC

(145 – 155 MILLION YEARS AGO)

APPROXIMATE HEIGHT: 3 FEET.

APPROXIMATE LENGTH: 1 METER

APPROXIMATE WEIGHT: 6.5 LBS

Compies were bird-like carnivores with hollow bones who probably ate insects and lizards in a relatively dry, inland environment. They walked on two long, thin legs and had a small, pointed head with sharp teeth and a long flexible neck. They were agile and possessed short arms with two clawed fingers and three-toed feet.

Compies

Look at the little things! Aren't they cute?! Like little itty bitty prehistoric chickens or something! Look at the way they hop with their cute little legs and their cute little tails. Aren't they just adorable? Awwwww. You couldn't possibly want to hurt them... could you?



by a pack of compies for hours at a time and she'll **still** be alive.

LEAP ATTACK:

Watch out! They bite! Well not really. Though compies attack fairly quickly they do next to no damage per hit, and can't ever kill Regina. Leave her surrounded

COMPY TICKLE: Occasionally a Compy will manage to latch onto Regina's throat (perhaps attempting to cop a feel in the process). Sometimes two will latch on at the same time, one on her front and one on her back! Regina will swat at them with her free arm until they fall off. Hey, that tickles!



General Tactics

There are only three locations in the game that you can find compies. Despite their intimidating numbers, they are virtually harmless! They can damage Regina, but they can't kill her. It's like Mikami is encouraging you to have fun with them.

The only way the compies can negatively effect you in any way is by tempting you to waste ammo. How can you resist?! Look at they way their little bodies flip through the air when you clip 'em! Look at the carnage you get from a single shotgun blast! And let's not even TALK about Heat Bullets! It's all too easy to lose track of time AND ammo when slaughtering compies, so please enjoy in moderation.

PTERANODON FACTS

NAME MEANS: *WINGED AND TOOTHLESS*

PERIOD: *LATE CRETACEOUS*

APPROXIMATE HEIGHT: *6FT*

APPROXIMATE WINGSPAN: *25 FT*

APPROXIMATE WEIGHT: *35 LBS.*

Pteranodons were flying, toothless reptiles (pterosaurs) that hunted fish, mollusks, crabs and on occasion, any dead animals they could scavenge off land. They had hollow bones, large brains, good eyesight and enjoyed a wing span longer than any known bird. Some Pteranodons also had bony crests on their heads that may have acted as a rudder or stabilizer when flying.

HEAD SWOOP: The Pteranodon dive bombs Regina and attempts to skewer her with its beak. Again, only medium damage, but it is hard to see the attack coming because the Pteranodon almost always begins its attack run off screen. Like the Claw Swoop, there is also a chance the attack will knock Regina off her feet.



CLAW SWOOP: The Pteranodon has two main forms of attack, both of which involve swooping down on Regina. In this attack the Pteranodon dives feet first. It is harder to dodge than the Head Swoop, because the Pteranodon can wait until it is almost directly above Regina before diving. The attack does medium damage, but it is fast and VERY difficult to dodge. There is also a chance the attack will knock Regina to the floor.



LIFT AND DROP: If either of the swoop attacks knock

Regina to the floor, the Pteranodons will attempt to capitalize on this. They will swoop down while she is lying on the ground, grab her with their feet, and start lifting her into the air. When they reach a certain height, they will release Regina, dropping her to the ground and doing medium damage in the process. To combat this, start mashing the buttons the moment the Pteranodon grabs Regina. If you are fast enough, you can force the Pteranodon to release Regina before it reaches critical height. The shorter the drop, the

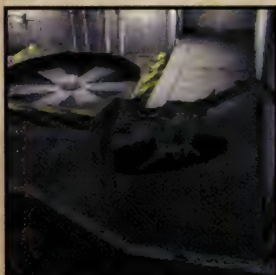
less the damage.

Pteranodon

Death from the skies! Pteranodons are as annoying as they are rare. It goes without saying that you will only ever encounter Pteranodons in outdoor areas where they have room to fly around. According to the experts, Pteranodons had no teeth and only ate very small creatures – what they plan on doing with Regina once they kill her is beyond me!

General Tactics

The best tactic for facing Pteranodons is to simply RUN! They only appear in three locations, and each time it is much safer to just run for the exit than stand your ground and fight. However, if you REALLY have to kill them (and I understand completely) 9mm and 40S&W ammo is the way to go. Although at first they may seem difficult to hit, there is a knack to it: When you press the weapon ready button Regina will raise her selected gun and turn to point at the nearest Pteranodon. However, she won't track it, so the lock is only good for a fraction of a second. Fire your gun the split-second she gets the lock and you will have a much greater chance of hitting (this also works for the Shotgun). Once you have the Sight upgrade for the Handgun she WILL track the Pteranodons as they fly around, making it much easier to hit them at your leisure!



TYRANNOSAURUS FACTS

NAME MEANS:

TYRANT LIZARD KING

PERIOD: CRETACEOUS

APPROXIMATE HEIGHT: 20 FT

APPROXIMATE LENGTH: 40 FT

APPROXIMATE WEIGHT: 7 TONS

T-Rex was a huge, fierce predator that walked on two powerful legs and attacked prey with its vast mouth filled with large, replaceable teeth. T-Rex had tiny arms, each with two fingers, and bird-like feet with three large toes, all equipped with claws. T. Rex had a slim, stiff, pointed tail that provided balance and allowed it to turn quickly while running. T-Rex was at the top of the prehistoric food chain and knew it - no-one messed with T-Rex. 'Cos Rex 3:16 says so.

Tyrannosaurus Rex

The biggest, baddest, meanest, loudest dino of them all. You know he's out there. You saw him in the intro. You know you're going to meet him at some point. It's just a question of when... In my opinion the T-Rex encounters are the dramatic highlight of Dino Crisis, and some of the finest looking scenes ever to grace the PlayStation. Prepare yourself...



General Tactics

Hmm, let's see now class. What should you do when faced with a 40 foot, 7 ton biological killing machine with jaws capable of crushing steel? Yes, Billy? What's that? Yes, that's right, Billy, you run! Very good!

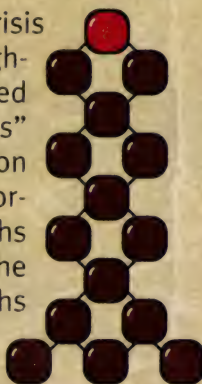
Yes, folks, you run. You run as fast and as far as your little legs will carry you. But what happens when there's no more room to run? That's when things start to get ugly. While I'm not going to talk about specific strategies for each T-Rex encounter, I will say this much - nothing short of a grenade is going to pierce Rex's thick hide. The only place regular ammo is going to do any kind of damage is in his mouth. Of course, getting close enough to T-Rex's mouth to land a tongue shot isn't going to be easy...

CLASSIFIED

ATTACKS: T-Rex's specific attacks vary from encounter to encounter. I don't want to give too much away here, but needless to say, it doesn't take a rocket scientist to figure out that they are going to involve some kind of mouth/torso interaction.

How to Use This Walkthrough

STORYLINE FLOW CHART: Dino Crisis is not a linear game. Many times throughout the quest Regina (you) will be called upon to choose to follow one of two "Ideas" from your teammates. The flow chart on the right, that appears in the upper-left corner of each page, reflects all of the paths you can take in the game, right down to the three different finales. The walkthroughs for each character's paths are also color coded. **Red** for everyone, **Black** for Gail's Way, and **Blue** for Rick's Way. As an added indication, the character whose path you chose appears alongside the flow chart (but you always actually play as Regina, of course). The red light indicates where you are currently, as far as the storyline goes.



RANDOM ITEMS: Whenever you see a **?** icon on the map, it means a random item could appear in that location (they only actually appear about 50% of the time). The first time you play through the game, the random items are usually mixers and low-level healing items. They don't always appear, and if you were to check the item without taking it, save a game and reload, its contents could change.

PUZZLES AND SOLUTIONS: Puzzles are a major part of the fun and challenge in Dino Crisis, and we didn't want to ruin that for you by telling you answers to puzzles before you had a chance to figure them out yourself. So we've placed all the puzzle solutions, and DDK passwords, in a "Solutions" section in the back. Black and white boxes in each puzzle's section will tell you where to go for the answers.

Solution: See Page 74



Part 1 - General

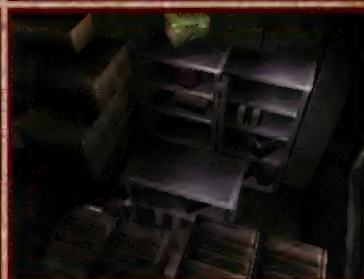
01 Get the Gate Key and Go To the Generator

While Gail obsessively fondles each and every spent shell, your duty is to find a way into the generator room to the Southwest. Fortunately, the **Gate Key** isn't too well hidden: You can go through the door right past Gail, and just grab it off the shelf. Then give the metal shelves across from it a hearty shove (Regina will automatically push it if you hold the controller pad towards it for a second) and grab the **Resuscitate** off the top of the shelf behind it.



Give this box a hearty push to uncover an An. Aid. A second one is locked behind the fence shown below, but you can't get it yet.

Then head back the way you came, let Gail snatch the key, and follow his lead.



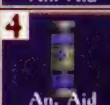
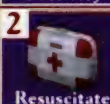
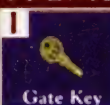
02 Restore Power to the Generator

The generator is guarded only by a single, thoroughly brutalized corpse, so despite the suspiciously desolate path, you have little to fear on your way in.

At the end of the long hallway is the generator room. Ignore the battery charger (it won't come into play this time) and head right to the glass case at the end.



ITEMS



Isn't the random carnage beautiful? When Gail's finished with his investigation, give the corpse a once over yourself for a free An. Aid that Gail missed.

Puzzle A Generator Switch

This first puzzle isn't too hard: Just match up the colors in the battery window with the colors on the switches to the right of them, so they're in Red-Blue-Green-Silver order. Each button swaps the two batteries it's nestled between, so you can accomplish this easily by hitting the right button,



the center button, and the right button again. Then flip the switches on the wall and you're back in business.

03 Haul Ass Out of There

As if that poor guard wasn't in bad enough shape already... His assailant comes back to lick up the scraps when you step outside, and you'll find yourself face to face with the first raptor in the game.

You've got a handgun and 17 rounds, but the golden rule of *Dino Crisis* is that unless you have heavy firepower or a dirty trick up your sleeve, you *run*. And this is certainly no exception.

The raptor is faster than Regina, but can't change direction anywhere near as quickly. Wait for him to raise his silly little arms, lower his head and stiffen his tail: That's the sign he's going to charge. Then quickly change direction, weaving from one side to the other, to throw his targeting off. Repeat as necessary, holding down the run button

all the while, and you'll be out of this gated death trap without incident.

Unfortunately, this ain't *Resident Evil*, and that raptor's no dimwitted zombie. He'll follow you right into the next room, so keep running until you get back to the area where Gail was examining the shell casings, since the raptor can't make it over that final gate. Then head

inside to find Rick and wipe that dopey smirk off his face.



If the raptor gets ahold of you, he'll nosh on your arm till you can break free (by pressing buttons) and get out of there. This attack doesn't necessarily do much damage, but it often leaves Regina bleeding like a stuck pig, as you can see from her blood trail in the bottom photo.

If you don't have a Hemostat to use, you'll have to wait it out, taking damage all the while.

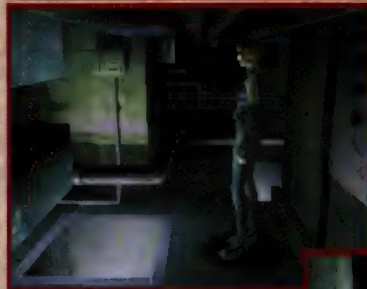
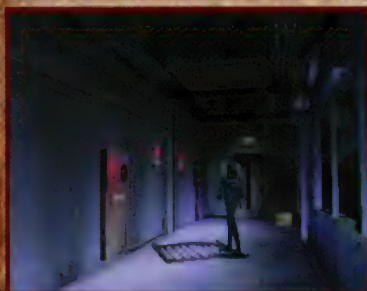




04 Enter the Compound and Locate the Control Room

Part 1 - General

Those red electric shutters are blocking your path inside the compound, so you'll need to take the ventilation shaft to get around them. Wherever you see a grate on the ground, you can stand on it and press the action button to pull yourself up into the duct system. Do that here, drop down the first of the two other shaft exits connected to this system, and you'll find yourself on the West side of the compound.



If you head South from the ventilation shaft you'll find the door to the Control Room, where Rick sits behind his little computer, far, far away from the action, thinking up his little smarty-pants comments. Hey Ricky, why don't I press the "open shutters" but-



Emergency Box
Green - (1 Plug)

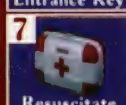
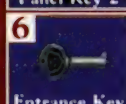
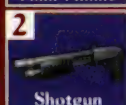


tons and you get repeatedly, brutally mauled by raptors?

After your little chat, check out the Emergency Box outside. If you need healing items, you can come back here when you get a Plug (you'll get one soon) to load up. But if you don't, save the plug for an ammo-filled red box a bit later.



ITEMS



05 Get the DDK H Disc and Save in the Management Office

Back at the other end of the hallway is a small but important office full of wonderful treats.

You'll get the **Shotgun** here (sadly, no ammo as of yet), the first **DDK H Disc**, and a hidden **Plug** in the small cardboard boxes near the DDK Key.

If you're wondering what's up with those fanky DDK Keys, you can get some data on the PC, once you've flipped the power back on near the other door.

There's a small alcove to the West containing a severely gnawed corpse (always a treat in itself), **Panel Key 2**, and a code-locked safe (that can only be opened once you've flipped the power switch). The code can be found in the nearby Locker room, but if you want to open it now you can punch in 0426 and get the installation's **Entrance Key** and a random item.

Leave to the North, but save the game on your way out: You won't be alone for long.

06 Kill the Raptor in the Hall and Search the Locker Room

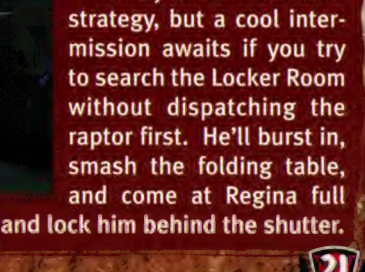
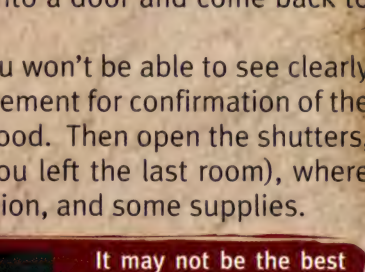
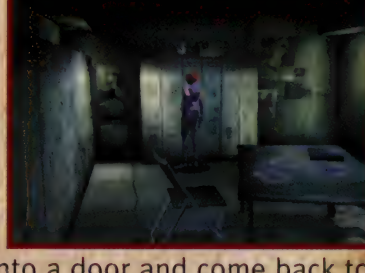
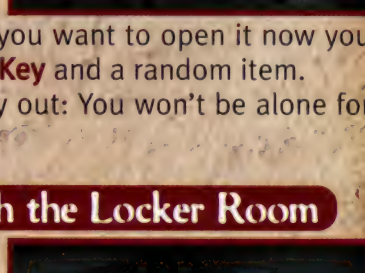
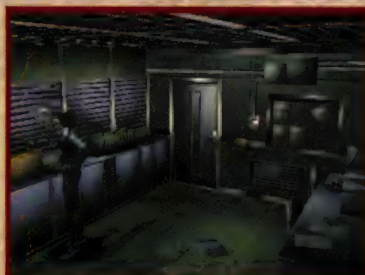
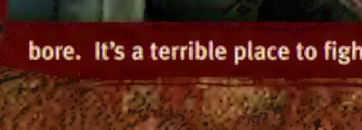
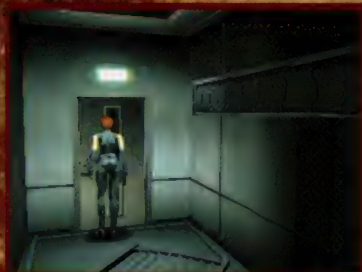
A raptor is lurking in this hallway, and since it's never a good idea to leave a live raptor in a frequently traversed area, this may be one of the times you'll want to fight. But don't get cocky the next time you pass through here— Death isn't always permanent for this raptor. Fortunately, taking him down won't be hard with a little (very little) help from Rick, who's managed to pull himself away from his Jerry Springer reruns (or whatever he's doing in there) long enough to unlock the shutters.

Just in time, too... Once you've caught the raptor's eye, run over to the green light, open the shutters, dash over to the other side, and flip 'em back on. If you're quick, the raptor will get stuck on the other side, knocking against the bars with hilarious results, and you can slowly pick away at him with handgun blasts until he's down. If you fail, run into a door and come back to reset the raptor's position and try again.

It's kind of a tricky camera angle, though, so you won't be able to see clearly when the raptor's dead. Watch Regina's head movement for confirmation of the kill: She'll stop tracking him when he's down for good. Then open the shutters, enter the locker room (the door to your left as you left the last room), where you'll find that 2nd **DDK H Disc**, the safe combination, and some supplies.

It may not be the best strategy, but a cool intermission awaits if you try to search the Locker Room without dispatching the raptor first. He'll burst in, smash the folding table, and come at Regina full

bore. It's a terrible place to fight him, so if he did get the jump on you here, quickly head back out and lock him behind the shutter.





Part 1 - General

07 Locate the Main Entrance Area and Head Upstairs

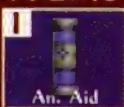


The door past the shutters opposite the locker room leads to the building's Main Entrance. From here you can go outside with the Entrance Key, back into the east wing (where you may find a random item), or upstairs to the compound's small second floor.

the Entrance Key, back into the east wing (where you may find a random item), or upstairs to the compound's small second floor.

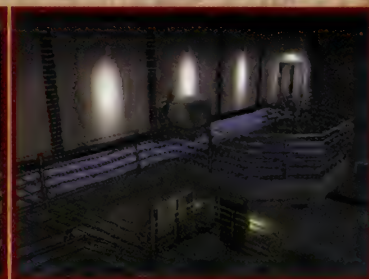
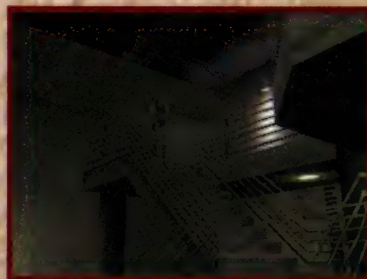


ITEMS



There's an An. Aid behind the stairs, and up to two random items on

each level of the Main Entrance, if you're lucky. But whether you're lucky or not, you'll always find something behind the large, pushable block opposite the balcony on the second floor.

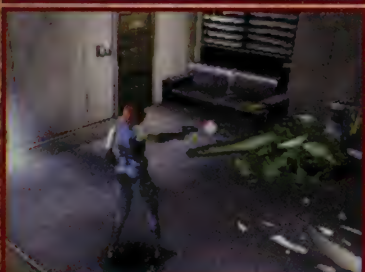
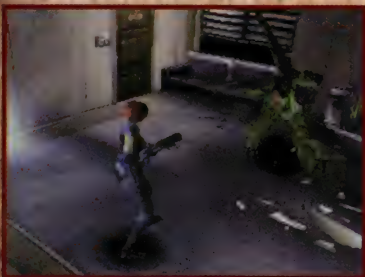


08 Carefully Take Out the Raptor in the 2F Hall

In addition to a box of shells, you'll find a fierce raptor in the 2nd floor hall, showing a savagely culled sofa who's boss.

There are no shutters here, so you'll need to dig into your arsenal to save Regina from meeting a similar fate. You should have picked up at least one set of weak tranquilizers in the locker room, and you can use your many An. Aids to power those up or mix up some new batches.

Load one of those (the stronger the better) into your shotgun and use that to knock out the raptor. You can take potshots at him while he's napping if you want, but that'll wake him up before it kills him. Unless you want to waste some of your new Shotgun ammo, your best bet is to just be quick as you go about your business on the floor, and get out of here before he wakes.



09 Search the Second Floor Lounge, Antenna Room, and Office



ITEMS



ITEMS



There's another raptor in the lounge, and once again your best bet is to pop him with a tranquilizer, crack the safe, and get out of there before he or his friend outside can wake up and join forces to get you.

The combination (8159) can be found, along with another important document, in the antenna room accessible from the Hall's West exit. Inside the safe are the **Handgun Slides** that let's you use the more powerful S&W ammo.



DDK Lock H

DDK Locks require two discs and a code derived from the information on each disc; The characters on the input disc are always somehow subtracted from the string of data on the code disc. This one's fairly easy, but you can find the solution in the back of the book if you need it.

Solution: See Page 74



The final room in this area is the office behind the DDK H Door. Once you've cracked the code, you can grab the first **DDK N Disc**, get the **Panel Key 1** from the dying scientist, and use that and its companion Key to unlock the safe and get **Key Card L**. Then, calmly and carefully, make your way back downstairs...



Puzzle B SOL/LEO Lock

My, they're paranoid about security here... Yet another lock that requires two keys (Panel Key 1 in the left slot, and 2 in the right) and a code. You won't find the code or any hints printed in any files or anything, because whether you've noticed it or not, the solution is already in Regina's grasp...

Solution: See Page 74





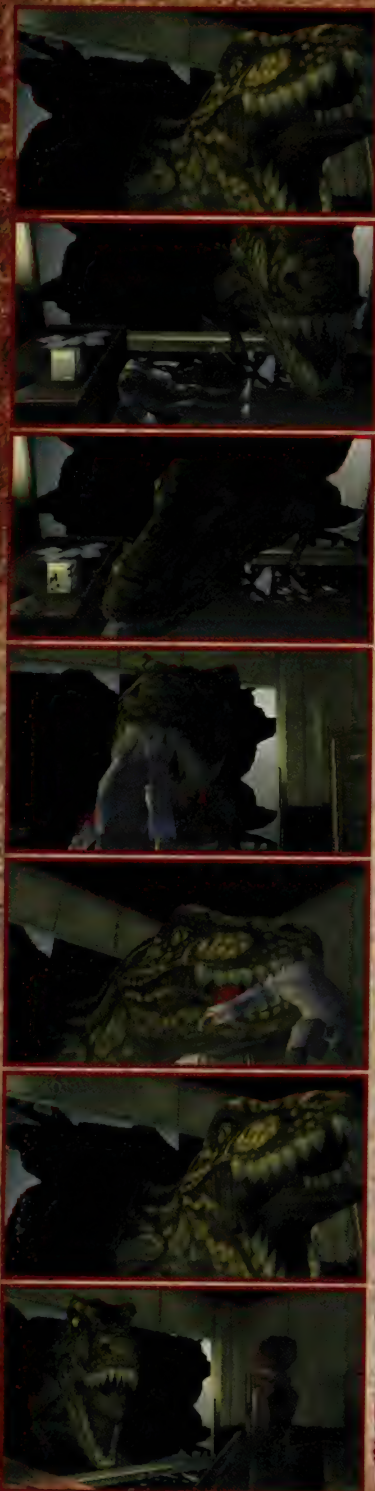
Part 1 - General



10 Survive the T-Rex Assault

And you thought you were home free... This T-Rex isn't your conventional video game boss: He can kill in one shot with one

attack, but there are a number of ways to dodge or drive him away before he can wrap his vile jaws around our lovely heroine.



FIGHT! You can end this fight with four well-timed pistol shots, if you hold your fire until he roars (one shot per roar). But if you lack the patience, you can beat him before his first roar with two or three solid Shotgun blasts, fired as quickly as possible. Tranquilizers are worthless, even Poison Darts.



RUN! You're safe in either of the corners on the opposite side of the window, except from his one-shot-kill attack. Fortunately, he always roars right before that, and when he does, you can run to the other corner to throw off his aim.

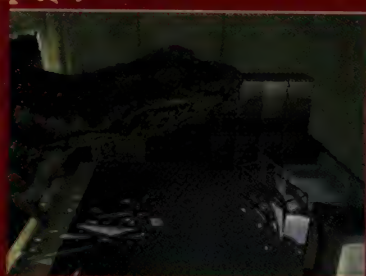


After three or four such misses, he'll give up and move on.

A COWARDLY RETREAT!

Or, um, you could simply dash to the door (the way you came in), open it, and leave.

Not too exciting. Not too dramatic. Not too classy. But 100% effective, and if you decide to come back, he'll be gone.



GET EATEN!



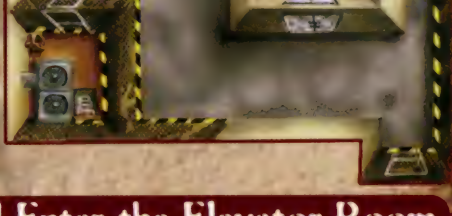
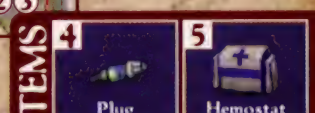
*not too effective, but damn does it look cool...

III Head Outside for the Second DDK N Disc



The other **DDK N Disc** is outside, just north of the Main Entrance. The corpse here also has an **An. Aid** (if you search him), **Shotgun Ammo** and a document revealing his name, Mark Doyle, which may be significant later.

I guess poor Regina's black-ops training didn't include learning how to climb over a few ankle-high bits of debris. So she'll have to go the long way around.



12 Open DDK N Door and Enter the Elevator Room

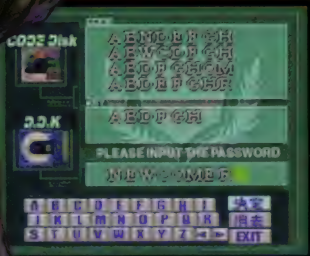
The DDK N Door is on the South side of the Main Entrance, behind the staircase. Once you've cracked the code, you can gain access to the elevator room beyond.

You can't ride the elevators without an ID card, but you can copy the map of this floor from the glass display in front of the elevators,

DDK Lock N

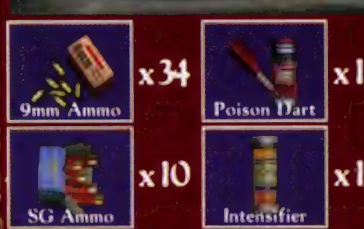
Another simple DDK Lock, based on the same basic concepts you saw last time. They will get trickier...

Solution: See Page 74



Emergency Box

Red - (2 Plug)



push another block aside for yet another **An. Aid**, grab a **Plug** in the corner, and open the first red Emergency Box.

Red Boxes always contain mostly ammo, and this one contains the first **Poison Dart**, a tranquilizer that can kill a raptor in a single shot. Save that for later, stronger enemies, or when you're in serious trouble.



Part 1 - General

B Search for Survivors in the Lecture Room Area

This hallway seems quiet enough, but once you turn the corner, you'll find yourself surrounded by a pair of hungry raptors.

If you want to take 'em both at once, proceed into the hallway until they appear, and then dash back to the shutters, lock 'em in, and use your buckshot (hitting both, if you time it right) for the kill. If you're having trouble getting around them, you can hit the green switches on the wall to nail them with a disorienting blast of steam. The effect only lasts a second or two, so make the most of it.

If you'd rather treat them to some individual attention, you can avoid the ambush by slipping into the first door on the left and killing the raptor in The Office. But this can be dangerous: The

raptor loves to jump on those tables, and unless you can blast him in mid-table dance, he'll be all over Regina.



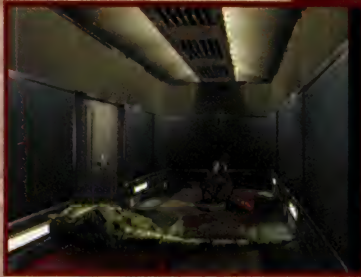
ITEMS



There are quite a few things to play with in the Main Office Room, but most of them, like the computer in the corner, won't do much for you now. But you can read the white board and then go to the nearby phone to

page Paul Baker. Opt to leave the phone on hold and when you're next in the Elevator Room you'll hear the corpse's pager ringing. Guess that poor guy is Paul... And that's a piece of information that could be useful later.

Next is the lecture room, right through the door by the corpse (with a **Plug!**) in the hall.





DANGER!



YOU WIN



YOU LOSE

Since it's the first Danger scene, there's not much at stake here. If you don't press the buttons quickly enough to get away from the raptor, he'll just nibble Regina a bit before his own tragic demise.



The lecture room contains nothing but the **B1 Generator Room Key**, located near the White Board, and possibly a random item amidst the rows of seats.



vending machines). This leads to the bathroom just south of the locker room, where you might find a random item or two, but nothing else.

It's not really important (or particularly useful), but sharp-eyed gamers will notice a new ventilation shaft in the hallway outside the lecture room (by the



14 Head Back to Restart the BI Generator



That key unlocks the little fenced off area in the compound's backyard, where the game began. The quickest path is to go back through the Office Area and unlock the double doors that lead back to

the Office Hallway.

This Generator works basically the same as the other one, but with a small twist. One of the batteries is being charged, so you'll need to grab it out of the flashing green battery charger and slip it into the battery window by standing at the window and selecting it on your item screen.

Then just flip them into Red-Blue-Green-Silver order and hit the switch to start the power. Don't forget to push the shelves aside first for a **Plug!**

Rick will summon you back to the Control Room when that's over, but you may find a surprise on the way...



DANGER!



YOU LOSE

A well placed kick here will save Regina from a savage mauling, but win or lose, there's no Gail to finish the raptor this time. This guy's easy to run from, but you do pass through here frequently, so...

15 Save Tom or Hunt for Doctor Kirk Decision 1

Decisions, decisions... Do you obey the chain of command and follow Gail? Or traipse after soft-hearted mutineer Ricky? It actually doesn't matter too much this time: The quests are similar, but the story details differ (although they won't change anything in the long run). Follow your heart!

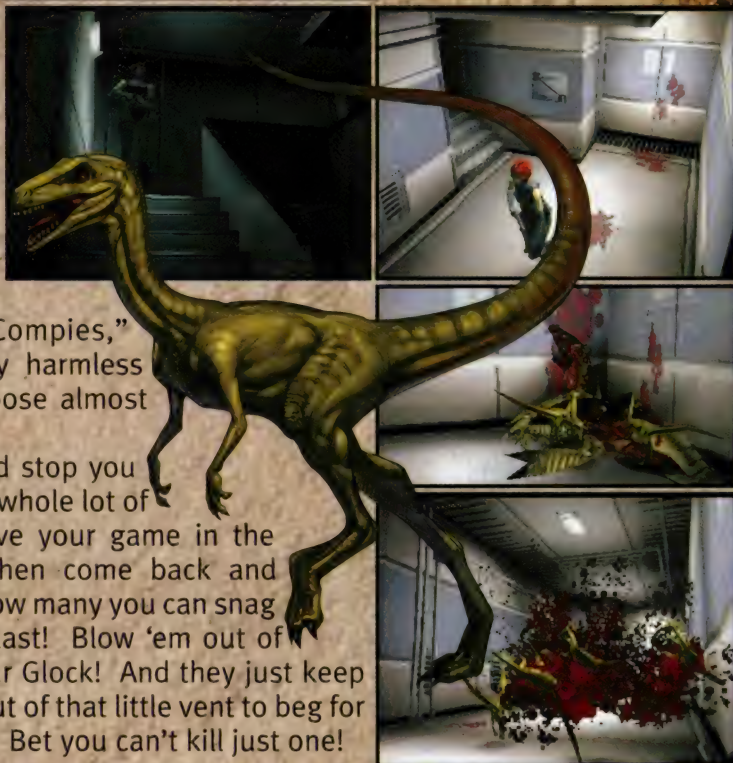
Gail's Way Go to Page 28 **Rick's Way** Go to Page 34



16 Catch Up With Gail on Level B1

Rick released the metal gate blocking the stairway outside the control room, which leads down to the Medical Room Hallway. There you'll find a pack of "Compies," adorable, virtually harmless little dinosaurs that pose almost no risk to Regina.

Not that this should stop you from slaughtering the whole lot of them, of course. Save your game in the Medical Room and then come back and have some fun! See how many you can snag in a single shotgun blast! Blow 'em out of mid-air leaps with your Glock! And they just keep on coming, popping out of that little vent to beg for more hilarious abuse. Bet you can't kill just one!



Part 2 - Gail's Way



Meet up with Gail in the room just beyond the Medical Room Hall, where you'll catch a glimpse of a survivor and get separated from Gail. You can take the 1F elevators down to catch them, but you'll need a higher level ID Card first...

17 Get Tom's ID Card From the Medical Room

Tons of good stuff here, but the key item is Tom's ID Card, which he left on the counter. You'll also find a memo, a Plug in a box on the counter, not one but two sets of Med Pack M (4 total) in the cabinet, and two mysterious locked boxes.

Now head back up to Level 1F to visit that one ID Card-locked room. The quickest route is to just head back the way you came.



ITEMS

- 1 ID Card
- 2 Med Pak (M)
- 3 Med Pak (M)
- 4 Plug

18 Return to Level 1F and Locate the West Wing Strategy Room



The Strategy Room is easily located by heading back up the stairs outside the Medical Room, cutting through the Management Office, and hanging a left.

Inside is a yellow Emergency Box, a Plug, a DDK E Disc, and the "F.C. Device."



a portable fingerprint reader: Everything you need to start abusing the compound's security system. All you need to do now is choose the corpse whose identity you want to steal.

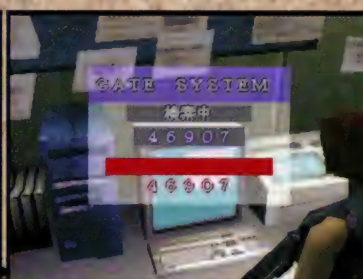


19 Burn Yourself a Higher Security Level ID Card



Tom's security clearance sucked, so even with his ID card you can't use the elevators in the Elevator Hall to chase after Gail and Dr. Kirk. But Mark Doyle and Paul Baker have military passes that grant them access to those floors. As you'll recall, Paul's corpse is the one we paged from the office phone, while Mark's fetid corpse is slowly rotting in the outside strip north of the Main Entrance.

The choice is yours: Both have the same clearance. Just use your F.C. Device at their corpses to get their prints, and take it to the computer in the Office Room. Use



Tom's ID Card, but Input your corpse's code (58104 for Paul, 47812 for Mark), download the fingerprint data, and agree to reformat the card.

20 Look for the DDK L Discs in the Outside Area

You may have the ID Card for the elevator, but you don't have the keys you'll need when you get down to the Lab Area. Those were in Tom's possession, apparently, so it's time to track down Rick and see what became of Tom.

Rick unlocked the door in the gated spot where the game began, and you can now pass through there to the game's large outside area.

The thin clifftop pathway is home to two stalking raptors, guarding a set of Shotgun Slugs and a Resuscitate. Your best bet is to simply tranq the raptors: There's no point killing them since you'll never pass through this way again.

There's something new on the other side of the pathway... A pair of circling Pteranadons! These swift creatures can be

hard to see and even harder to hit. But if you want to fight, watch Regina's arms: She'll raise her gun when she has a clear shot (although a hit still isn't guaranteed). The pteries only take a few pistol shots or a single well-timed shotgun blast, but it's easier and safer just to run. They'll be gone the next time you come here anyway.

The door you want is in the Northeast corner of the Elevator area. Don't miss the Plug in the crates nearby!

Part 2 - Gail's Way

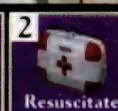
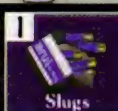
DANGER!

YOU WIN

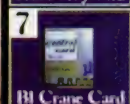
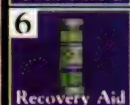
YOU LOSE



ITEMS



ITEMS



Well, look at that! Tom is dead. DEAD! And whose fault do you think that is? Yep, you could have saved him, could have gone with Rick, but nooooo, you just had to go running after Dr. Kirk. Look at his corpse and feel the shame! The horror! And what of his kids? They're starving to death on the street, all 14 of them, and it's all because of you. I just hope you're proud of yourself.

Anyway, reach into that rancid corpse and grab the DDK L Disc he's still got on him, as well as the one on the counter. That's all you need to continue your precious search for Dr. Kirk, but things are never quite that simple; When you try to leave the way you came, the path crumbles away. Since all of the other doors around the Platform elevator are locked, your only hope of getting back is the Platform elevator itself.

And wouldn't you know it... There's no power! So head through the automatic door past Tom, and grab the map on the wall (and possibly a random item) on your way out.

DANGER!

YOU WIN

YOU LOSE

The danger that occurs when you try to go back the way you came is the first of a couple of dangers where you can be killed instantly if you lose. Fortunately, they give you loads of time to pull yourself up, so you'd really have to try to screw this one up.

21 Restart the Elevator in the Power Room

Two more Pteranadons are circling the thin path outside of the Power Room. With no room to dodge and poor visibility, you'll definitely want to run past them as quickly as possible. Killing them is pointless, since at least one of them will have regenerated when you come back through here a bit later.

The Power Room contains the B1 Crane Key, which will be important soon, and a Recovery Aid behind the pushable shelves.

When you've solved the puzzle, the elevator will be reactivated, the giant fan will start turning, and you can head back to the Platform Elevator and get out of here.

Puzzle C Elevator Pipes

This clever puzzle is one of my favorites.

The point is to connect the three holes on either wall to each other, by lowering the right pipes with the right control panel in the right order, so the curves of certain pipes



won't block other pipes from falling into their proper place. The solution is simpler than you might think...

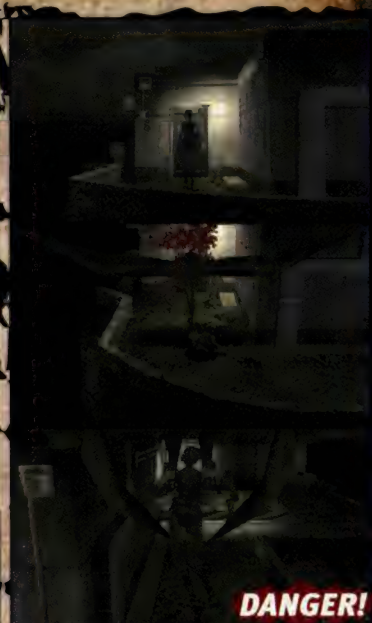
(Solution: See Page 75)

22 Make Your Way Back to the IF Elevator Room

A nasty danger scene awaits as you leave the Power Room, but the Pteranadons that were hanging around the platform elevator have moved on, allowing you to activate the elevator panel (hit it twice) and travel down to the B1 loading bay without opposition.

There are a few hundred tons of crates blocking your path, but if you head up the ladder and slide your Crane Card into the controls, you can use the crane to move them out of the way.

There's a random item up there behind the shelves, but not much else on this side of the boxes. When you've cleared a path, you can pick up some tranquilizers and search the corpse for a memo.



DANGER!

Another potential instant-death Danger scene awaits when you leave the Power Room... Except this one cuts both ways. Hit those buttons fast enough and nasty Pteranadon goo will be everywhere.



YOU WIN



YOU LOSE

Part 2 - Gail's Way



Puzzle D Crane Program 1

The boxes are blocking your path, but you can use the crane to move them out of the way once you slide in your Crane Card. Trouble is, you have access to only a few crane commands, so you'll have to mix and match to get the desired effect. For example, there's no command to move the crane to the right by a single unit, but you can get the same result by going two to the right and one left.

When you've figured out which boxes you can reach and pull out to open up a path, maneuver the crane over there by combining commands, hook 'em, and then drop them somewhere else.

Here are a couple of tips: First, you don't have to drop a box in the same program you used to pick it up. In fact, sometimes it's better not to, since the

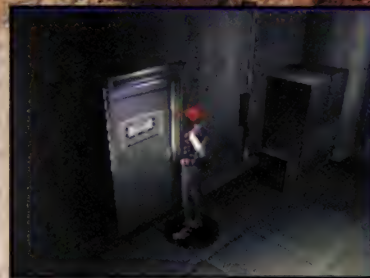
crane will then automatically move the box back to the starting position (near Regina's controls), so you have more options for dumping it later. Second, you don't even need to drop the final box: Save some time by leaving it hanging at the starting position.

There are multiple solutions, but if you plan carefully you can clear the path with just two programs and eight total commands.

Solution: See Page 75



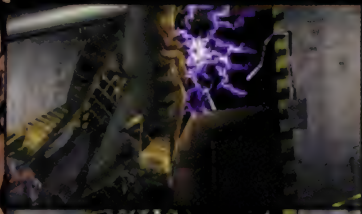
A few things of interest on your way back to the staircase outside the Medical Room. First, make sure to unlock the door to the generator so you can open up another route between floors that may be useful later. Second, there's a cool Danger scene in the hallway right past that point, but it only triggers when you're coming from the other direction. You may want to check it out.



Now that you have both DDK L Discs, it's time to infiltrate the lab by using your newly reformatted ID Card at the Elevator Hallway near Paul Baker's corpse. The elevator connects to the room with the Metal Gate that Gail dived under so long ago.

The raptor here is a good candidate for a tranquilizer, but be forewarned that he'll have no trouble tracking you down when he wakes: The many raptors in this area can travel freely throughout much of the lab. A few point blank shotgun blasts may prove to be a more efficient (though not necessarily permanent) solution.

There's not much here besides a file and the area map, so deal with your raptor, take a look at both, and join us in Part 3 on Page 40.



16 Follow Rick to the Outside Platform Elevator

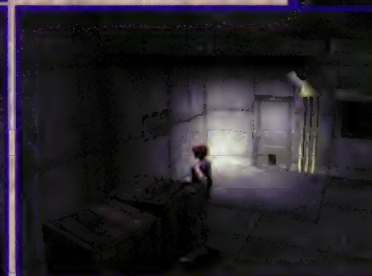
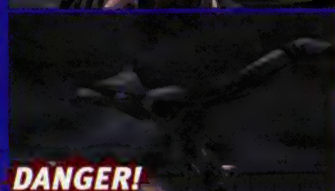
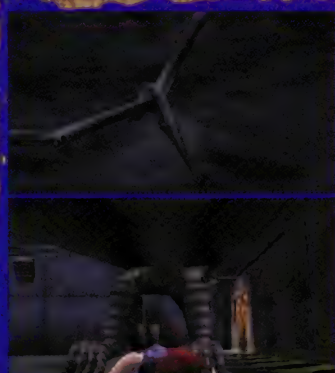
Rick has unlocked the door in the gated spot where the game began, and you can now pass through there to the game's large outside area.

The clifftop pathway is home to two stalking raptors, guarding a set of Shotgun **Slugs** and a **Resuscitation**. Your best bet is to simply tranq the raptors: There's no point killing them since you'll never pass through this way again.

There's something new on the other side of the pathway... A pair of circling Pteranadons! These swift creatures can be hard to see and even harder to hit. But if you want to fight, watch Regina's arms: She'll raise her gun when she has a clear shot (although a hit still isn't guaranteed).

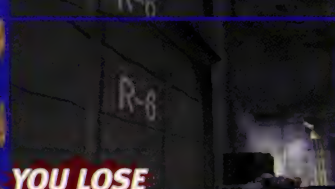
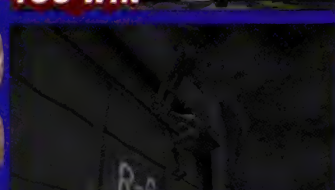
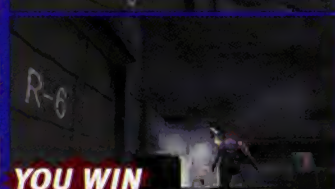
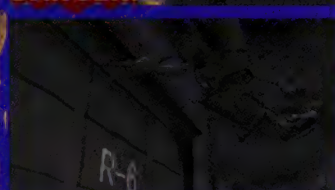
The pteries only take a few pistol shots or a single well-timed shotgun blast, but it's easier and safer just to run. They'll be gone the next time you're here anyway.

Part 2 - Rick's Way

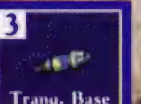
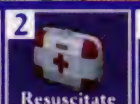
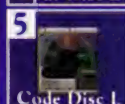


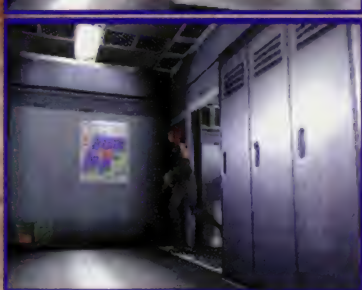
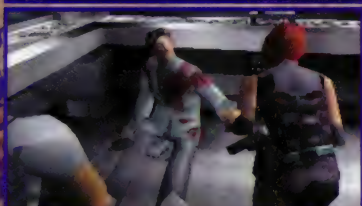
Above: The awesome stopping power of Slugs.

Left: The hidden plug in the Pteranadon-infested elevator area.



ITEMS





Once you've snagged the plug, head to the door in the Northeast (all of the other doors are locked). There you'll find Rick and an ailing Tom, who will give you the first **DDK L Disc**, and you can grab the other from the counter across from him.

But just when it seems your work here is done, the path back crumbles and Regina finds herself forced to find a new way into the installation. That way is the giant Platform Elevator, but first... guess what? Yep, you need to restart the power.

The elevator's Power Room is through the automatic door past Tom (don't miss the map on the wall, and possibly a random item) and out to a second Pteranodon-ridden dirt path. Rick, of course, will be staying behind to "comfort" Tom, and leaving the dirty work to you.



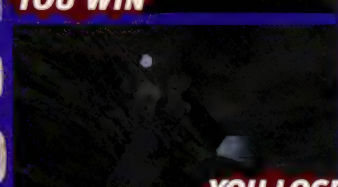
Think you can just sling Tom over your shoulder and head back the way you came? Think again, pal! If you try going back the way you came, you'll get a bonus danger scene and still end up having to go the long way.



DANGER!



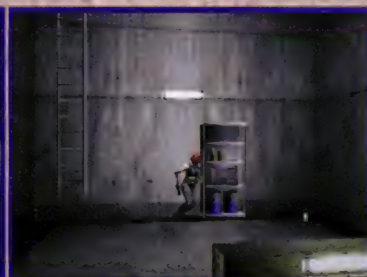
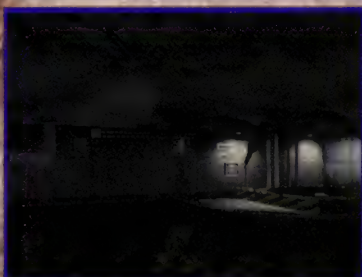
YOU WIN



YOU LOSE

The danger that occurs when you try to go back the way you came is the first of a couple of dangers where you can be killed instantly if you lose. Fortunately, they give you loads of time to pull yourself up, so you'd really have to try to screw this one up.

17 Restore Power to the Platform Elevator



Two more Pteranadons are circling the thin path outside of the Power Room. With no room to dodge and poor visibility, you'll definitely want to run past them as quickly as possible. Killing them is pointless, since at least one of them will have regenerated by the time you come back.

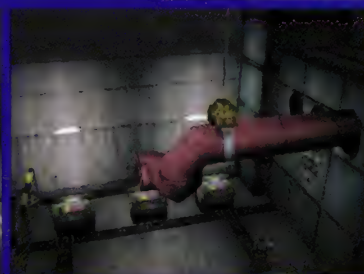
The Power Room contains the **B1 Crane Key**, which will be important soon, and a **Recovery Aid** behind the shelves near it.

When you've solved the puzzle, the elevator will be re-activated, the giant fan will start turning, and you can head back to collect Rick and Tom.

Puzzle C Elevator Pipes

This clever puzzle is one of my favorites. The point is to connect the three holes on either wall to each other, by lowering the right pipes with the right control panel in the right order, so the curves of certain pipes won't block other pipes from falling into their proper place. The solution is simpler than you might think...

Solution: See Page 75



18 Escort Tom and Rick to Level B1

When you head out to start the elevator, you'll find your flying friends have mysteriously vanished. Good riddance there.

Part 2 - Rick's Way

When things are operational, go talk to Rick and Tom, and you can all take a ride down to Level B1 together. The compound's Medical Facility is on this level, but first you'll have to use the crane to move a couple hundred tons of packed cargo out of your way.

There's a random

item behind the shelves, but not much else on this side of the boxes. When you're finished, let Rick and Tom know and they'll go on ahead of you.

DANGER!

Another potential instant-death Danger scene awaits when you leave the Power Room... Except this one cuts both ways. Hit those buttons fast enough and Pteranodon goo will be everywhere. That's gotta reek...

Puzzle D Crane Program 1

The boxes are blocking your path, but you can use the crane to move them out of the way once you slide in your Crane Card. Trouble is, you have access to only a few crane commands, so you'll have to mix and match to get the desired effect. For example, you can't just move the crane to the right by a single unit, but you can maneuver it there by going two to the right and one left.

When you've figured out which boxes you can reach and pull out to open up a path, maneuver the crane over there by combining commands, hook 'em, and then drop them somewhere else.

Here are a couple of tips: First, you don't have to drop a box in the same program you used to pick it up. In fact, sometimes it's better not to, since the

crane will then automatically move the box back to the starting position (near Regina's controls), so you have more options for dumping it later. Second, you don't even need to drop the final box: Save some time by leaving it hanging at the starting position.

There are multiple solutions, but if you plan carefully you can clear the path with just two programs and eight total commands.

Solution: See Page 75



YOU WIN

YOU LOSE

19 Go to the Medical Room and get Tom's ID Card



There really isn't much going on in the southern half of Level B1. Once you've cleared a path through the crates, you'll find another thrashed corpse (those researchers just didn't put up much of a fight, did they?). He doesn't have anything on him except for a document, but you can find some medium strength tranquilizers nearby.

In the adjacent hallway, make sure to unlock the door that leads to the Generator Room, opening up a handy route of passing between floors. Then head West until you get to the Medical Room Hallway.

There you'll find a pack of adorable compies! Compies were the little dinosaurs that poisoned and ate the Fargo guy in the sequel to "that movie" Rick was talking about, but these little fellers don't represent any real threat to you. They have to attack a few dozen times to do any real damage, and they aren't even physically capable of killing her. No, these compies aren't really enemies. They're just a charming, harmless bit of scenery.

Not that this should stop you from savagely massacring the whole lot of them! Save your game in the Medical Room at the end of the corridor and then come back and give 'em everything you got! See how many you can snag in a single shotgun

blast! Blow 'em out of mid-air leaps with your Glock! And they just keep on coming, popping out of that little vent to beg for more hilarious abuse. Bet you can't kill just one!



DANGER!

The cool Danger scene in this B1 Hallway only happens when you pass through from the other direction. Losers have to kill the raptor manually, but winners deliver a well-aimed kick with electrifying results. Electrifying! Ha ha! Get it? Electrifying? Ha... Uhh... Um... Wow, that was really lame. I am truly, deeply sorry.



YOU WIN



YOU LOSE



ITEMS



An. Dart (M)

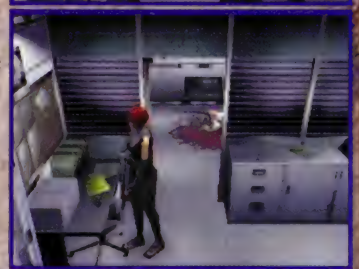


Part 2 - Rick's Way

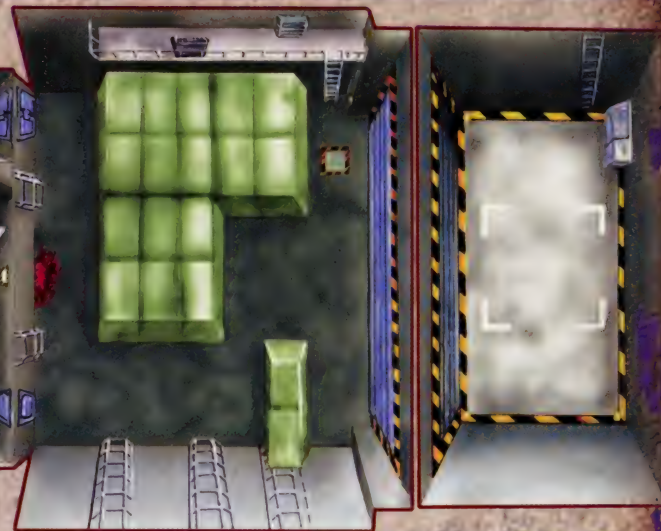
Hey Rick, bang-up job on that whole "protecting Tom" thing. Now go sit behind your computer and try not to get in the way, okay?

As for Tom, well, he'll be compy chow soon, so I'm sure he won't mind if we borrow his **ID Card**. Grab it (and a memo) off the desk. Then hit up the nearby cabinet for not one, but two sets of **Med Pak M** (4 total!). There's a **Plug** in a box on the counter too.

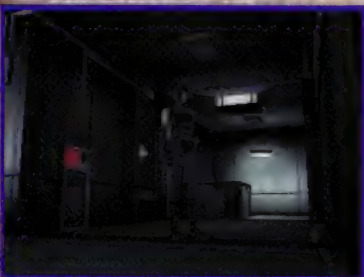
Now it's back up to Level 1F to visit that one ID Card-locked room. The quickest route is to take the stairs at the end of the hall.



ITEMS	1	2	3	4
	ID Card	Med Pak (M)	Med Pak (M)	Plug

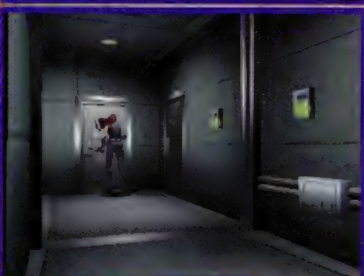


20 Return to 1F and Find the Strategy Room



There's only one room on the first floor we haven't been to yet, and that's the Strategy Room. You can get there fairly quickly by taking the Office Hall-to-Bathroom ventilation shaft, since the room is just to your right as you leave the loo.

Inside is a yellow emergency box, a **Plug**, the first **DDK E Disc**, and the "**F.C. Device**," which is a portable fingerprint data reader.



Now you have everything you need to start abusing the compound's security system. All that's left is to chose which corpse's identity you want to steal...

Emergency Box Yellow - (1 Plug)

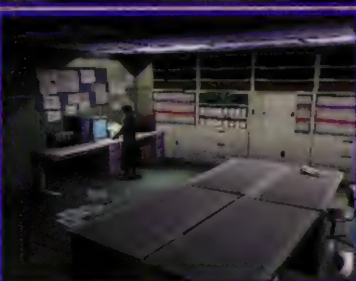
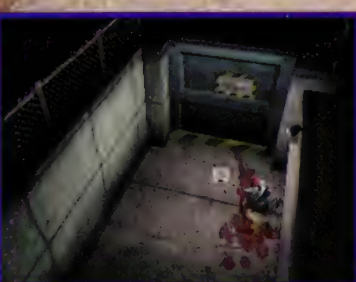


	x1		x5
	x1		x1
	x1		



- ITEMS**
- 1 Code Disc E
 - 2 F.C. Device
 - 3 Plug

21 Burn Yourself a Higher Security Level ID Card



Tom's security clearance sucked, and even with his ID card you can't take the elevator to that partitioned off area of B1. But Mark Doyle and Paul Baker have military passes that grant them access to those floors. As you'll recall, Paul's corpse is the one we paged from the office phone, while Mark's fetid corpse is slowly rotting in the outside strip north of the Main Entrance.

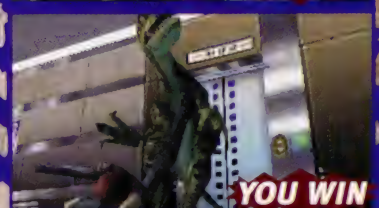
The choice is yours: Both have the same clearance. Just use your F.C. Device at their corpses to get their prints, and take it to the Office Room computer. Use Tom's ID Card, but input your corpse's code (58104 for Paul, 47812 for Mark), download the Fingerprint reader info, and agree to reformat the card.



22 Take the Elevator Down to B1

The raptor here is a good candidate for a tranquilizer, but be forewarned that he'll have no trouble tracking you down when he wakes: The raptors can travel freely throughout the halls in this area. A few point blank shotgun blasts may be a more permanent solution.

There's not much here besides a file and the area map, so deal with your raptor, take a look at both, and join us in Part 3 (next page).



DANGER!

YOU WIN

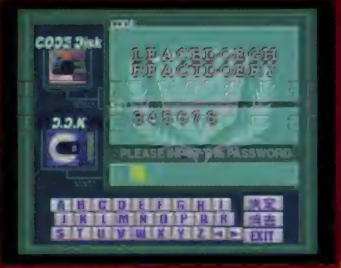
YOU LOSE

23 Get DDK E Code Disc in Research Room

DDK Lock L

This one has a bit of a new twist, with a simple cipher where numbers represent letters.

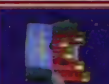
Solution: See Page 74

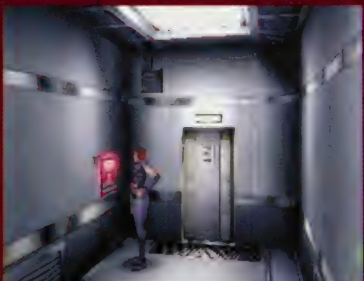


Part 3 - General

The DDK L Door opens up the northern half of the Laboratory area, which contains four raptors with an unusually high degree of mobility between rooms. Fortunately, a system of shutters keeps them in check, and as long as you go around the area counterclockwise you'll have plenty of

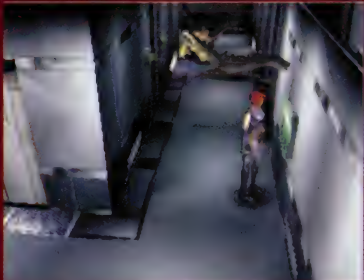
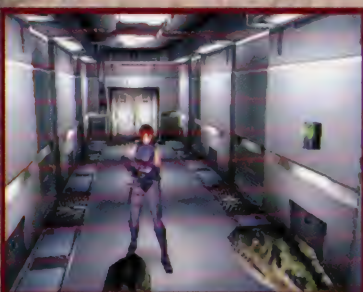

Emergency Box
 Red - (2 Plug)

 x15
 x10
 x10
 x1




Emergency Box
 Green - (2 Plug)

 x2
 x1
 x2
 x2

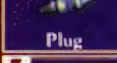
in the Computer and Research Meeting Rooms.



chances to take care of them from behind the safety of the shutters (so skip that first door across from the DDK L Door and keep going to the right).

There are red and green E. Boxes here, and while both are a bit pricey at 2 Plugs to open, you can find extra **Plugs**

ITEMS

- 1  Screwdriver
- 2  Plug
- 3  Input Disc E
- 4  Plug
- 5  BI Key Chip
- 6  Small Size Key

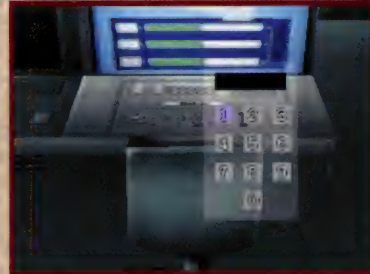




If you come to the Research Meeting Room through the Computer Room to the East, you should find the raptors safely locked away behind the shutters and unable to attack.



This crucial room contains a **DDK E Disc**, a **Plug** in the shelves, some important notes on the board, and a code on the computer display. That code, 7248, can be entered into the terminal in the Computer Room, to unlock the door opposite the computer display back in the Research Meeting Room. Might as well just enter it the first time and save yourself a trip.



24 Get the B1 Key Chip in the Gas Experiment Room

Puzzle E Gas Experiment

This puzzle isn't quite what it seems. First of all, the bar on the side has nothing to do with anything. The puzzle is just a matter of hitting the right color button when the gas in the room is one of the three win-or-lose shades. As the notes said, Red stops Green, Blue stops Orange, and Green stops Purple, but there are 18 other colors of gas that can fill the room, and it could take a great deal of experimentation to get to one of the three critical hues.

Errors can be costly: Regardless of the meaningless bar, there are three instant deaths (death to the researcher inside, that is) to compliment the three instant win solutions. You can find more detailed information in the back.

Solution: See Page 75



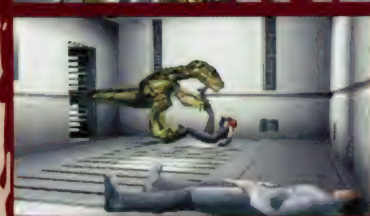
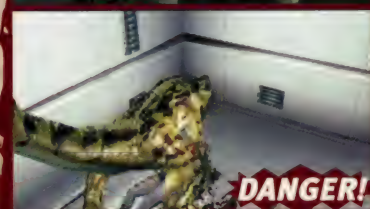
If you accidentally ordered up one of the instant death mixes, the game doesn't end, the scientist just dies a few seconds early and you have to take the **B1 Key Chip** off his corpse (once you clear the gas, of course). If he survived, he gives it to you, *plus* you can search his corpse for a **Small Size Key** that will open one of the two little boxes in the Medical Room (choose wisely, as there is no second key). Win or lose, you'll get a cool danger scene when you try to leave the gas chamber, and if you win you can go back to the display and gas the raptor by pressing any button. If you lose, you'll have to deal with him on your own.

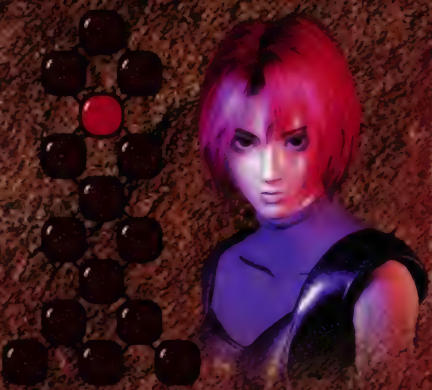


Left Box



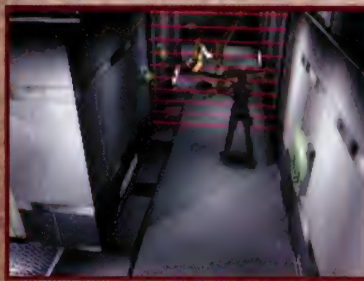
Right Box





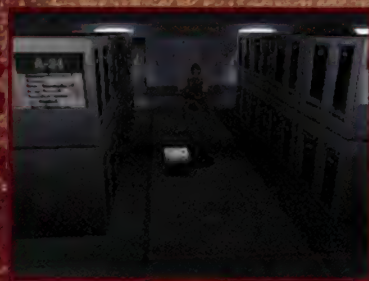
Part 3 - General

25 Investigate Locker 3695 in the Library Room



In you continue going around to the West, you'll find two raptors trapped behind a shutter where you can pick

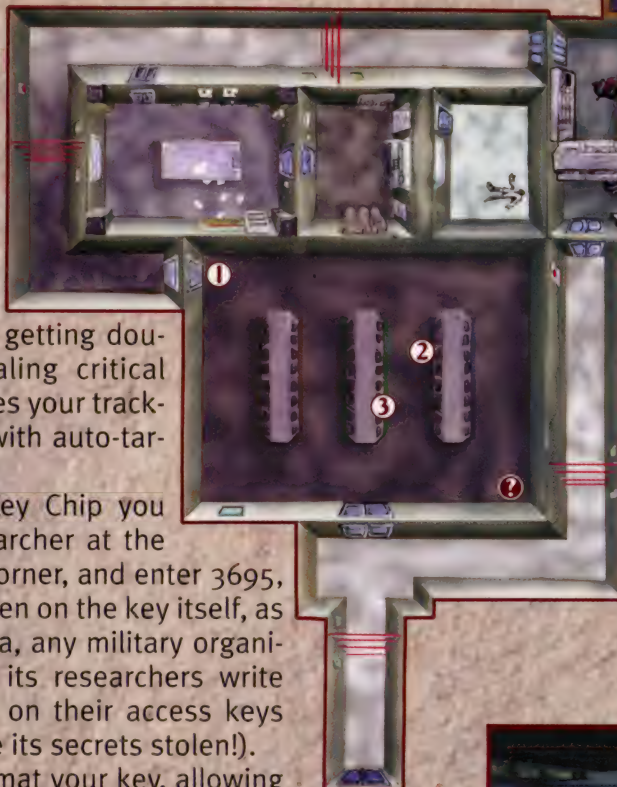
them off comfortably. If you want to save ammo, you can ignore them and go back around to the Library's Southern Entrance, but one of those raptors might manage to find his own way into the Library if you do.



Lying amidst the aisles of this mysteriously secure library is the **Handgun Sight**, which locks onto your Glock and greatly increases your odds of getting double damage-dealing critical hits, and improves your tracking of enemies with auto-targeting.

Use the B1 Key Chip you got off the researcher at the terminal in the corner, and enter 3695, the number written on the key itself, as the code (I tell ya, any military organization that lets its researchers write their passwords on their access keys deserves to have its secrets stolen!).

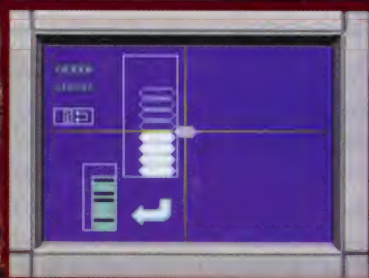
This will reformat your key, allowing



ITEMS

- 1 Med Pak (L)
- 2 Handgun Sight
- 3 Key Card R
- 4 An. Dart (L)
- 5 Shotgun Stock

Puzzle F Code Stacking



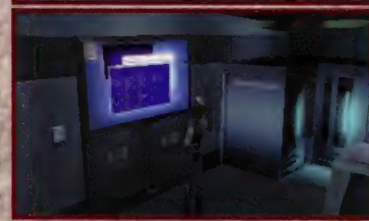
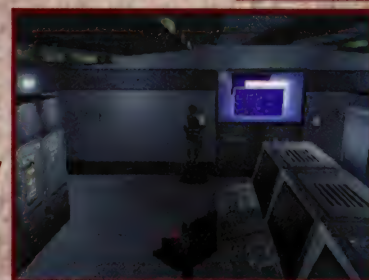
In addition to the not-so-tricky password-written-directly-on-key puzzle, there's an interesting little stacking game you must beat to unlock the drawer with the Key Card.

The point is to make the large stack look like the smaller stack below it, but you can only move the pieces in pairs (the ones above and below the marker). Selected pairs go to the top of the stack, so work from the bottom up.

Solution: See Page 75

you to unlock a drawer in the middle aisle, which contains a memo and **Key Card R**, the last thing you need to gain access to Kirk's secret lab.

Actually, there is one more thing you need: another person. Return to the Computer Room, try using your card at the appropriate slot near the screen, and call Gail. Um... If the door requires two people to open, then how exactly did Dr. Kirk manage to keep it a secret from everyone?



26 Infiltrate Dr. Kirk's "Secret" Lab

You catch the tail end of Dr. Kirk's bizarre experiment when you enter, but you can repeat it once more by going to the keyboard on the table and hitting the keys in the proper order (The 2nd, then the 3rd, then 1st). Well, that sure answered a lot of questions now, didn't it? Okay, maybe it didn't, but it looked cool.

Dr. Kirk may not be around, but he's left you a little gift. Push aside the shelves to reveal the **Shotgun Stock**, which increases your ammo capacity to the extent that you can now blow away a raptor without ever having to reload (unless you miss a lot). Also, and this is crucial to late game strategy, it makes Regina look way cooler.

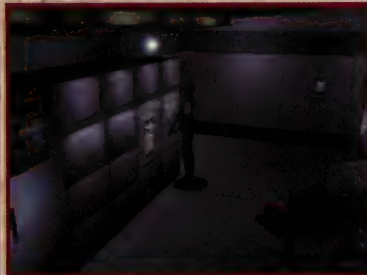
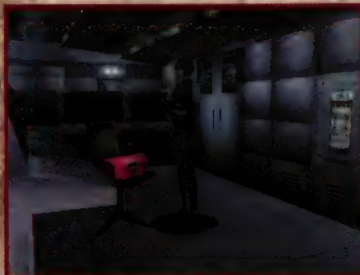
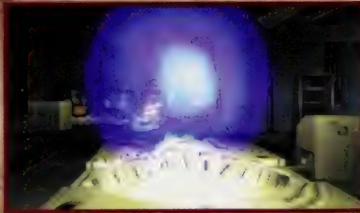
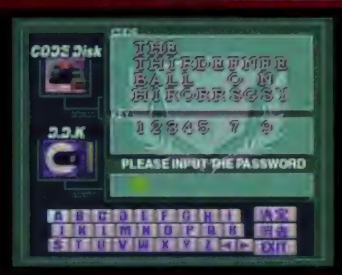
When you head back out to touch base with Gail, that prick Dr. Kirk locks you in the Computer Room. Fortunately, the emergency override panel is clearly marked and there's a **Screwdriver** in the toolbox right next to it. So grab that, unscrew the panel (The game's a bit finicky here: You have to be standing at just the right spot when you use the screwdriver), solve the puzzle, and get ready to make your next decision.

DDK Lock E

DDK Lock E This one's a little tricky, in that the numbers represent something other than letters. Fortunately, it's made a bit easier by the fact that the so-called-genius Dr. Kirk has, yet again, chosen a blindingly obvious password.

Solution: See Page 74

Solution: See Page 74



27 Escape or Fight Decision 2

Rick thinks he can hack the mainframe and get you out of there through Dr. Kirk's escape hatch; Gail, predictably, just wants to kill stuff.

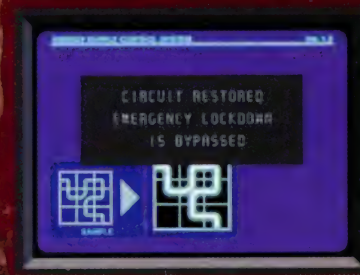
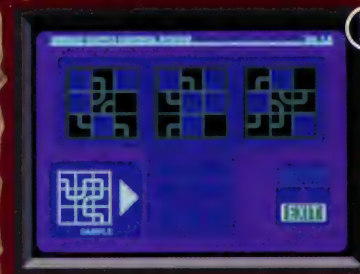
This time, the decisions are completely different. If you go Rick's way, you just have to solve simple memory puzzles. If you follow the other way, well, kill stuff.

Rick's is certainly the safer way, but if you screw up twice, he loses his connection to the computer and you'll have to run after Gail anyway.

Gail's Way Go to Page 44

Gail's Way Go to Page 44

Rick's Way Go to Page 46

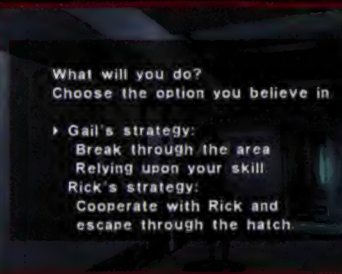


Puzzle G Lock Override

This fairly difficult puzzle has three overlapping pieces that must be rotated and placed in the right order to match the completed version shown in the lower left corner.

The best strategy is to find a unique piece of the completed puzzle, such as the completely black grid in the lower left corner, and figure out which pieces are capable of filling that square. In this case, it's only the one in the middle, so you know it'll need to be rotated 90 degrees.

Solution: See Page 76



28 Fight Your Way Down to the Cargo Room



If you chose Gail's "Idea," you'll have to go back to the Cargo Room around the long way, and each room on the way is full to its raptor capacity (never more than one or two, of course). You won't be coming this way again, so there's no

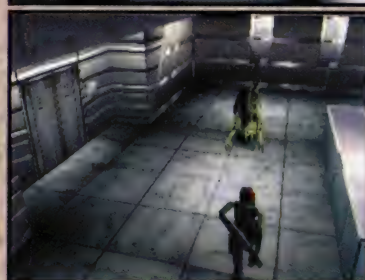
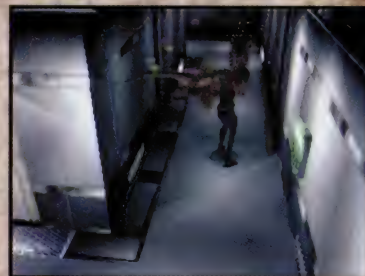
point killing them. But running past two raptors can be really difficult, so you'll need to do something about at least one of each pair.

Part 4 - Gail's Way

One neat trick is to hide behind the shutters and wait until both raptors smack up against it at the same time. Then capitalize on their down time and dash past.

You can use tranquilizers to stun the raptors so you can zip on by, but point-blank Shotgun Slugs knock 'em on their little raptor asses too, so those work just as well in most circumstances.

When you get to the Cargo Room, you'll find Dr. Kirk already in Gail's custody.



As you pass through the Management Office on your way to the strangely vacant Control Room, make sure to save your game, especially if you're trying to beat the game without continues.



29 Use the Antenna Key to Reestablish Communications



The Communications Room has a box of **Slugs** and a Red Emergency Box. Note that if you've opened every E. Box up to this point, you won't be able to get this one, even though it requires only one plug. You can, however, come back for it later.



The **Antenna Key** is in a small, wall-mounted box between the door and a desk. Grab it, run out the door to the Antenna Room, slide it in the appropriate slot, and everything will be up and running.



Emergency Box

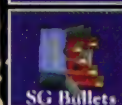
Red - (1 Plug)



x17



x1



x10



x1

30 Survive the Tyrannosaurus Rex Assault, Part Two



Regina's got problems. The emergency locks have snapped shut, leaving her out in the cold with a very hungry T-Rex (and you'll never find out why, either. Dr. Kirk petulantly lashing out with his door-locking skills again? Some sort of automated anti-dinosaur security precaution? A traitor in your midst?).

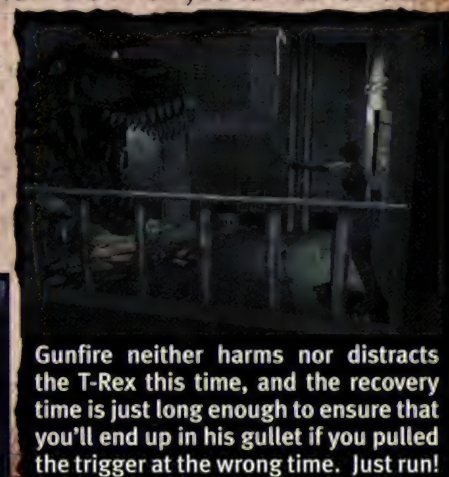
Fighting is pointless, since stopping for even a second will result in a quick, brutal death between the jaws of your persistent little friend. Instead, just run for it, hugging the inside wall. He'll trip you up once or twice, but that's basically unavoidable.

When you get to the entrance of the Communications Room, sticking closely to the back wall will ensure that even if you are hit by most of the T-Rex's attacks, you'll only be wounded, not swallowed. Still, if you hang around in any one place for too long (too long being more than a few fractions of a second) he'll lock on and go for the kill.

So run from one corner to the other corner as soon as he roars. The 180 degree flip (with the R2 button) is actually quite useful here when you turn to run the opposite way.

Eventually, Rick

will reach a chapter break in his William Shatner novel, put down his Frappuccino and actually get around to hitting that emergency unlock button. When he does, you'll lose control of Regina for a second as she automatically dashes back inside and calmly orders up a helicopter airlift. We'll pick things up on page 48.



Gunfire neither harms nor distracts the T-Rex this time, and the recovery time is just long enough to ensure that you'll end up in his gullet if you pulled the trigger at the wrong time. Just run!

28 With Rick's Help, Crack the Mainframe Passwords



I'd love to print the passwords here, but they're totally random. The first one is easy, though, only five digits and they appear slowly.

Part 4 - Rick's Way

Rick may not be tough, or competent, or even have a decent hair cut, but he does have plenty of book-learnin', and he's figured out how to hack into the installation's security system. He can't tell you the passwords to unlock Dr. Kirk's security hatch, but he can make them flash on your screen, digit-by-digit, while you memorize them (or write them down).

The first code has 5 digits, the second has 7, and the third has 8. Don't be ashamed if you need to grab a pen [cough cough *RETARD* cough cough], since the average human can only keep seven digits in their short term memory at once (hence the reason phone numbers are as long as they are).

You get one free miss, but if you screw up twice, the system shuts down and you'll be stuck chasing after Gail.

One of the nice things about doing Rick's quest is that, because it's so much quicker, you get to catch Dr. Kirk yourself. If you go Gail's way, you'll happen upon the scene once Gail has already done the dirty work.

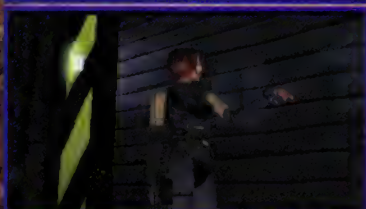
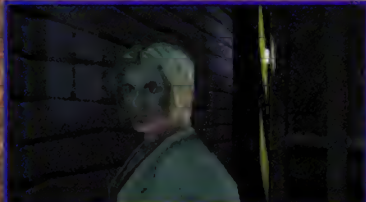
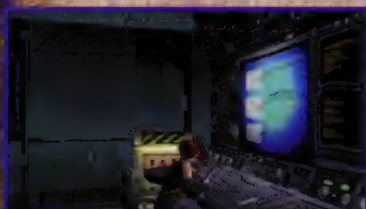
Get his card, return to the Control Room, and use it to gain access to that last locked elevator.



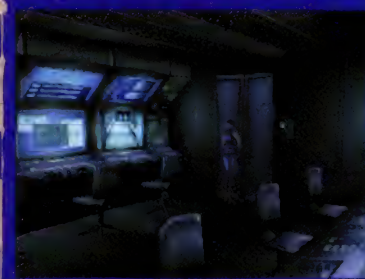
Things get a bit trickier for the second password. Two panels open, trying to distract you from the solution, which is now seven digits.



Multiple panels open on the final password, but it's the one that stays open the longest that matters. With eight digits, you may need to grab a pencil.



As you pass through the Management Office on your way to the strangely vacant Control Room, make sure to save your game, especially if you're trying to beat the game without continues.



29 Use the Antenna Key to Reestablish Communications



The Communications Room has a box of **Slugs** and a Red Emergency Box. Note that if you've opened every E. Box up to this point, you won't be able to get this one, even though it requires only one plug. You can, however, come back for it later.

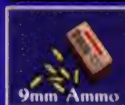


The **Antenna Key** is in a small, wall-mounted box between the door and a desk. Grab it, run to the Antenna Room, slide it in the appropriate slot, and everything will be up and running.



Emergency Box

Red - (1 Plug)



x17



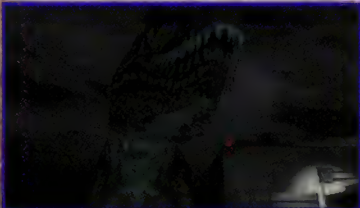
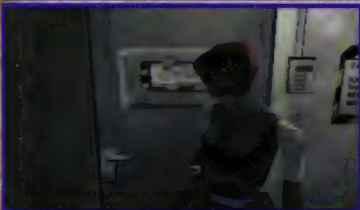
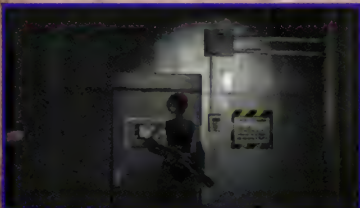
x1



x10



x1



30 Survive the Tyrannosaurus Rex Assault, Part Two



Regina's got problems. The emergency locks have snapped shut, leaving her out in the cold with a very hungry T-Rex (and you'll never find out why, either. Dr. Kirk petulantly lashing out with his door-locking skills again? Some sort of automated anti-dinosaur security precaution? A traitor in your midst?).

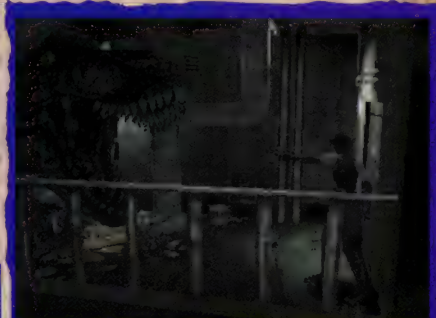
Fighting is pointless, since stopping for even a second will result in a quick, brutal death between the jaws of your persistent little friend. Instead, just run for it, hugging the inside wall. He'll trip you up once or twice, but that's basically unavoidable.

When you get to the entrance of the Communications Room, sticking closely to the back wall will ensure that even if you are hit by most of the T-Rex's attacks, you'll only be wounded, not swallowed. Still, if you hang around in any one place for too long (too long being more than a few fractions of a second) he'll lock on and go for the kill.

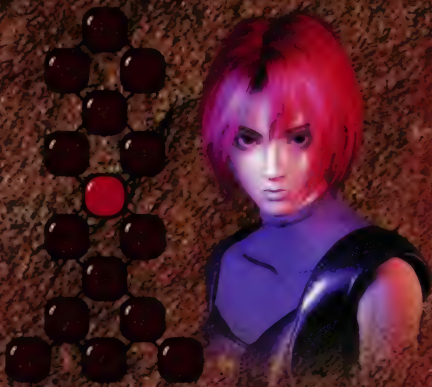
So run from one corner to the other corner as soon as he roars. The 180 degree flip (with the R2 button) is actually quite useful here when you turn to run the opposite way.

Eventually, Rick

will reach a chapter break in his William Shatner novel, put down his Frappuccino and actually get around to hitting that emergency unlock button. When he does, you'll lose control of Regina for a second as she automatically dashes back inside and calmly orders up a helicopter airlift.



Gunfire neither harms nor distracts the T-Rex this time, and the recovery time is just long enough to ensure that you'll end up in his gullet if you pulled the trigger at the wrong time. Just run!



Part 5 - General

31 Head Outside to Regroup at the Heliport

Once you've radioed the chopper and loaded up on gear at the Emergency Box, take the elevator back down to the Control Room. Cut through and save at the Management Office, then head back to the Main Entrance and out the front door.

The Pteranodons have discovered the once peaceful front yard area, and will try to hassle you as you run, but if you dodge in a wide zigzag pattern and don't stop to shoot, you'll be out of their range quickly enough.

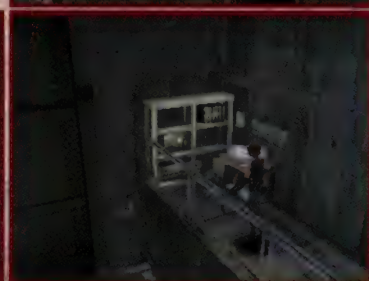
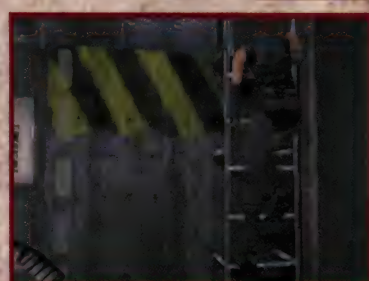
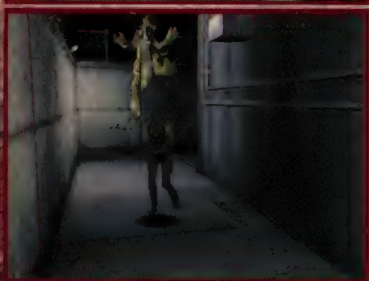
The hallway beyond has two surprise raptor attacks, but if you're running at top speed you should be able to get around them before they recover their balance. Still, they'll nail you if you waste any time fiddling with the locked double door at the end. You want the unlocked blue side door.



32 Clear a Path in the Hangar Area

In your zeal to hop aboard the white knuckle thrill ride that is the box-pushing puzzle, don't forget to climb up to the Hangar's second floor catwalk for the **Grenade Launcher** and a 3-pack of regular **Grenades**.

You can only push the light-colored crates, so give the first one a heart pushy to the right, as shown below. It looks like this will block your progress, but Regina will stop pushing before it hits the wall, leaving you just enough space to squeeze past it.





Calling it a “puzzle” may have been overstating things a bit, but this part can be a bit frustrating if you don’t think things through before you start. The point, obviously, is to push the crates in such a way that you can get past them. If you mess up, and end up blocking your way (each crate can only be pushed once, and can’t be pushed back), you’ll have to leave the Hangar and come back to reset them. The proper order is shown above.

aimed grenades to the face. The problem with this strategy is that if you’re close enough to get a good shot at the T-Rex’s head, he’s probably close enough to hit you. Even a direct hit won’t really faze him, so you’ll have precious little time to get away after you fire. Also, every grenade wasted on the T-Rex is one less grenade you’ll have to kill rap-tors and compies in excessive and hilarious ways.

So you’re going to want to run. Your best bet is just to circle around the helicopter (clockwise, for better visibility), since Rex is a bit slow to turn. Never approach

33 Survive T-Rex Assault, Part Three

Can you even believe how beautiful this scene is? Well, you may have to take my word for it, since stopping to admire the T-Rex’s glorious character model is not on our list of recommended strategies.



That list is pretty short, and you can probably predict what’s at the top: Running for your life.

As usual, you get the responsibility of distracting the T-Rex’s attention while Rick repairs the elevator or phones his Psychic Advisor or whatever. Rick will burst out of the door and fire a warning shot to let you know he’s finished after about 90 seconds.

You can actually speed things along if you put up a good fight, hitting the T-Rex with four or five well-

Can’t stand the thought of not killing such a beautiful creature? Well, tough. You can’t kill this T-Rex, but I suppose you can knock him around a bit. A few tips:



Easy shots like this are tempting, but it seems only headshots count.



This is about as close as you ever want to be when you fire.



Firing off-screen is usually the best bet. It’s a bit confusing, but if the auto-targeting spins you around when you ready your gun, you’ll probably get a solid hit.



the corners of the Heliport (I know there are random items there, but they always suck), or you’ll be giving him a free hit he won’t be too proud to take. If he does hurt you, heal up as soon as your wounds start to hinder your speed.

When Rick signals you, you’ll still have to run to the elevator, so make sure you don’t lose your bearings— It’s to the Northeast, by the debris.





Part 5 - General

34 Get the C.O. Pass Card Near the Basement Corpse



Just when you thought it was safe to take a deep breath, wipe the sweat off your brow, and let your jittery nerves settle a bit, you realize that the T-Rex's savage assault was but a prelude to the unfathomable horror that is... COMPIES!

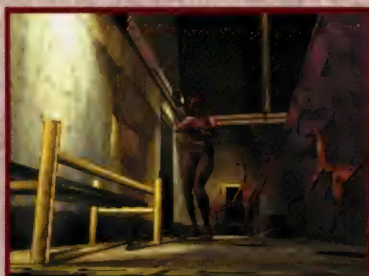
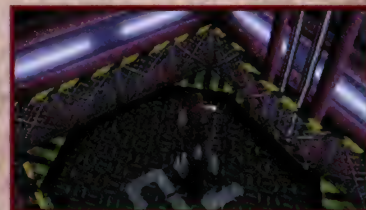
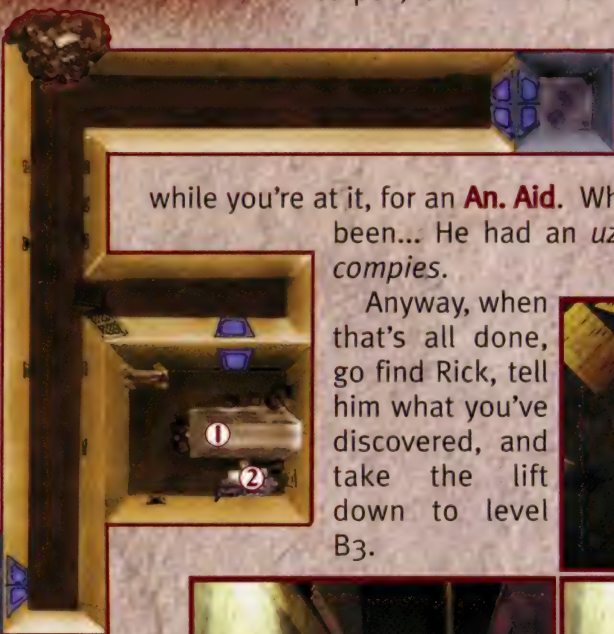
Yes, sweet, adorable compies. Why not avail yourself of the opportunity to burn off some stress by obliterating them with your Shotgun? You'll be glad you did. When you've had your fun, you'll need to get the **C.O. Pass Card** near the corpse, and read the nearby memo as well

(Rick won't "fix" the elevator until you've done both). Go ahead and search the fallen researcher

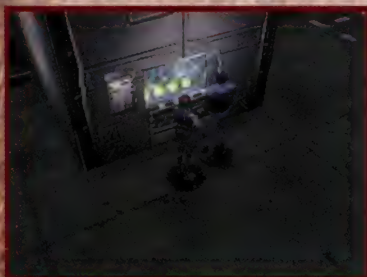
while you're at it, for an **An. Aid**. What a feeb he must have been... He had an *uzi* and he got killed by *compies*.

Anyway, when that's all done, go find Rick, tell him what you've discovered, and take the lift down to level B3.

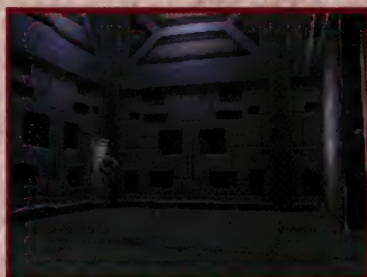
ITEMS



35 Replace the Battery and Restart the Generator (yes, again)



We've spent so much time with these damn four-battery generators that I feel I could build one out of dried macaroni and household chemicals. This one won't require



anything quite so extreme, but you will need to replace the main generator's thoroughly thrashed white battery with a good one from the elevator's power supply, which you can find just past the Southeast door (shown above). While you're in there, give the shelves at the back a push for a random item, then head back out, give Rick the Battery, and, well, you know the rest.



36 Collect the Rest of the Crane Cards and Solve Another Crane Puzzle

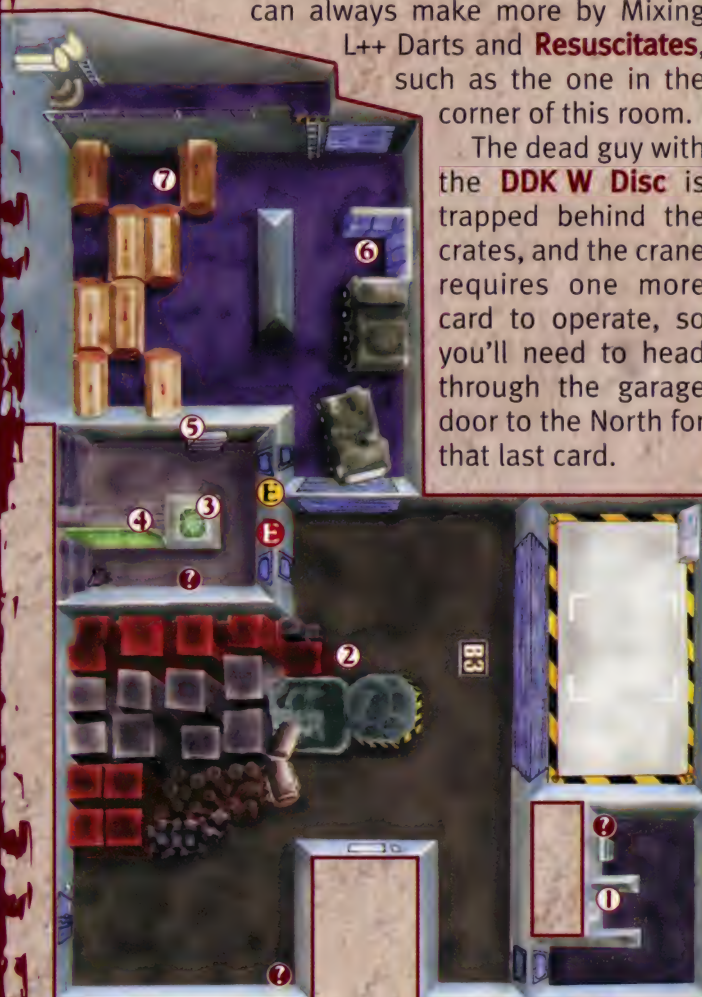


With the power restored, you can now enter the B3 Control Room in the Northwest corner of this huge loading area. Inside are two Emergency Boxes (with 6 grenades, the red one is a must-open), a **Plug** hidden behind the metal shelves, and two **B3 Crane Cards**. You can also save here, and that's definitely a good idea considering what's lurking behind the other door.



There you'll face a life-or-death Danger scene, and then be ambushed by a pair of Therizinos—A new type of dinosaur that's probably the strongest regular enemy in the game. This is what you've been saving all those Poison Darts for, so start shooting. You can always make more by Mixing L++ Darts and **Resuscitates**, such as the one in the corner of this room.

The dead guy with the **DDK W Disc** is trapped behind the crates, and the crane requires one more card to operate, so you'll need to head through the garage door to the North for that last card.



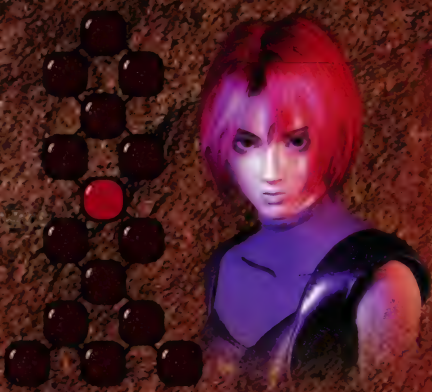
Emergency Box
Yellow - (1 Plug)

	x2		x1
	x1		x1
	x1		x1

Emergency Box
Red - (3 Plug)

	x3		x1
	x3		x1
	x5		x1

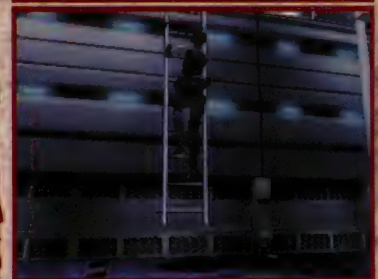
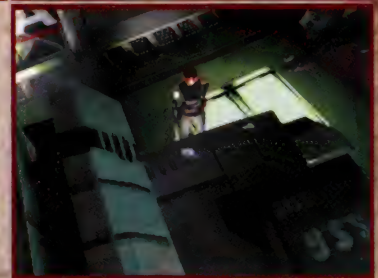
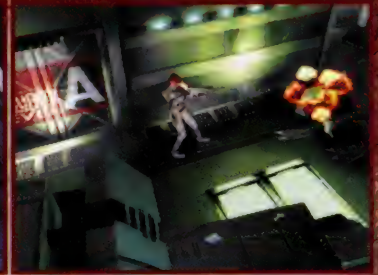
ITEMS	1	2	3	4	5	6	7
	Battery W	Grenades	B3 Crane Card	B3 Crane Card	Plug	Resuscitate	Input Disc W



Part 5 - General

It doesn't look like a door, but Regina can open the metal shutter along the North wall of the crane room. This leads to the Transport Passage room, which contains the third and final **B3 Crane Card**, and the **C.O. Area Key**... Not to mention another Therizino.

Unless you've been hoarding ammo, it's probably best just to tranq this guy, grab the goods, and get out of there. But if you don't use something strong enough to keep him out for a while, don't be surprised if he comes to visit you in the crane room (General Weapons Storage) when he wakes.



Puzzle H Crane Program 2

When you have all three cards, swipe one into the terminal on the crane room's 2nd floor catwalk.

This crane puzzle has the same basic concepts as the last one, but you're restricted to even more awkward commands, making it much more challenging.

This time you're trying to make a path to Alan's corpse, and the only way to do so is to go from around the top. Be careful where you leave the crates you're moving: There's not a lot of extra space here, and you don't want to block the path you're making.



Solution: See Page 76



After you snag the first **DDK W Disc** from our legless friend, head back through the Loading Bay (saving in the Control Room) to the door in the Southwest. Your C.O. Pass Card will unlock the door.



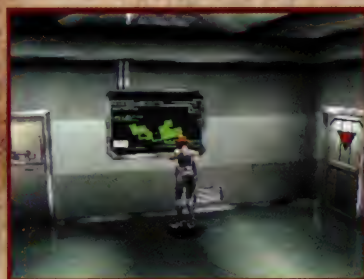
ITEMS



37 Fight Your Way Up to Level B2



The “Rest Station” is the first of two Therizino-infested hallways, and in these tight quarters, you’re going to need to kill or tranq your foe to get by. When you get



to the Rest Station, you’ll find a map on the wall and a **Plug** on the corpse, but other than that there’s not much going on— Unless one of the Therizinosaurs from the next hall gets antsy and bursts in. In these frequently visited areas, it’s worth spending some good ammo to clear out the dinos, and that goes double for the ‘zinos in the Central Stairway. Of course, if those two aren’t between you and the staircase, you can simply run to the stairs and ignore them entirely.

38 Get DDK Input Disc S and B2 Key Chip I in the B2 Security Room

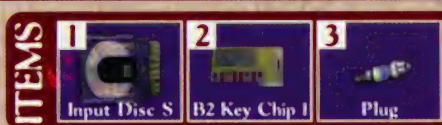


It’s gonna take a lot more than one regular raptor to scare us at this point. You can either burn some of your no-longer-terribly-useful regular Shotgun Ammo to take this loser down, or knock him with a single grenade (and possibly a handgun bullet or two, if he survives) if you just want to see him suffer.

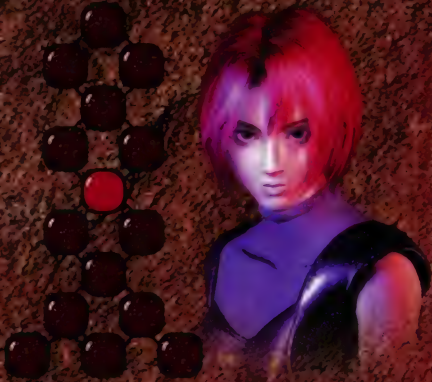
Ignore the vent for now and go into the Security

Room at the end of the hall. Shut off the alarm at one of the terminals, and then help yourself to a **DDK S Disc**, **B2 Key Chip**, and a **Plug** in the boxes near the dead woman.

It’s a save spot, too, so take advantage of that before you head back out and climb into the ventilation shaft.



The Total Recall-inspired security system in this room is really cool, but we were disappointed that it still went off even when we entered unarmed... And after we went through all that trouble to get a raptor to tail-whip the gun out of Regina’s hand, too...



Part 5 - General

39 Get a Level C Security Card



The ventilation shaft heads due North, and deposits you in the Experiment Room Hall, an area where you'll be spending a

great deal of time in the near future.

The East end of this hall contains yet another pair of Emergency Boxes. The red box here requires only two plugs and further adds to the glut of powerful ammo available to you at this point.

You'll need some of that ammo as soon as you go to grab the **Security Card C** at the Northern tip of the T-shaped hall. These newly colored super raptors aren't as tough as the Therizinos, but they're quick and deadly. Use Slugs to blow the first attacker away quickly, before his friend arrives to double team you.



Emergency Box

Green - (1 Plug)



x2



x1



x1



x1



x1

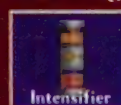


Emergency Box

Red - (2 Plug)



x3



x1



x3



x1



x5



DANGER!



YOU WIN



YOU LOSE



ITEMS	1	2	3	4
	Sec. Card C	An. Dart (L)	Code Disc W	Plug

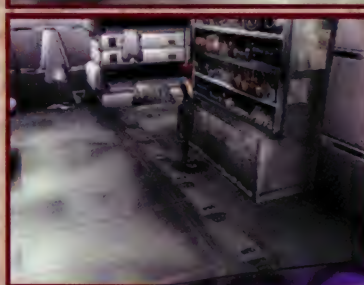
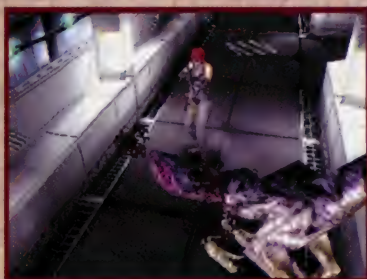


40 Search the Stabilizer Room for the Code Disc W



In addition to the **DDK W Disc**, the Level C Security-locked Stabilizer Room contains a cryptic but crucial document. It won't come into play quite yet, but don't forget where you saw it.

When you head back out to the main hallway, be ready to deal with more super Raptors. Even if you killed both, they do tend to respawn occasionally, or come in from other rooms.



The Researcher Rest Room is at the East end of the hall, and it's there you'll finally be reunited with Gail. Once again he'll prove his mastery of the non sequitur and storm out of the room, leaving a few treats for Regina to find.

There's not too much here, but you can find a **Plug** amidst the bookshelves, a diary detailing the twisted internal politics of the lab researchers, and some random ammo near the bunk beds if you're lucky.

A Security Level C card won't open much, so all

you can do now is head back through the shaft and down the stairs to try the DDK W door. Rick will call you in the Central Stairway to let you know he's released the rest of the shutters. That's great news if you're look-

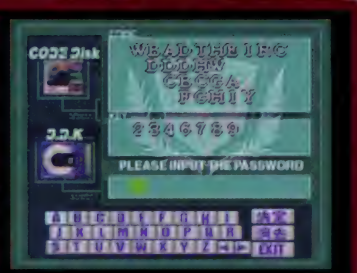


ing for more supplies, since there's a pair of E. Boxes past the shutter at the end of the hallway, and a **Plug** to help open them. The Rest Station, with the DDK W door, is at the opposite end of the hall.

DDK Lock W

No new tricks this time. The only challenge is to figure out which *old* trick is being reused.

Solution: See Page 74



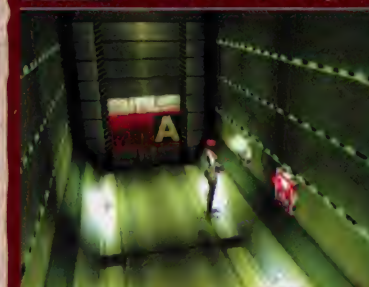
Emergency Box

Red - (3 Plug)



Emergency Box

Green - (1 Plug)



x1



x3



x2



x1



x1



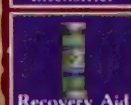
x1



x2



x1



x1



x1



x1



Part 5 - General

Return to the Elevator to Recover the Port Key

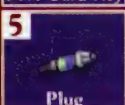
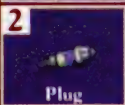
Rick immediately makes himself at home in the catchily-named “Disembarkation Immigration Room” (say *that* three times fast),

giving Regina countless additional opportunities to gaze at the black and white mass atop his head and wonder, “What the hell is that thing?” I’m fairly certain that it’s a baby raccoon pelt, but we may never know for sure.

Anyway, just as you get settled in, the room’s corpse gets a walkie talkie call from the Platform Elevator in the Loading Bay. Our callous heroine couldn’t care less, but Rick reminds you that the Port Key is on board, so it’s back to the Loading Bay [Or as they call it, the “Carrying Out Room”]. On your way out, grab the **B2 Key Chip 2** and search the corpse for a **Plug**. Poor dope, he could have cashed that in for a Resuscitate at any of a number of Emergency Boxes.



ITEMS



ITEMS



ITEMS



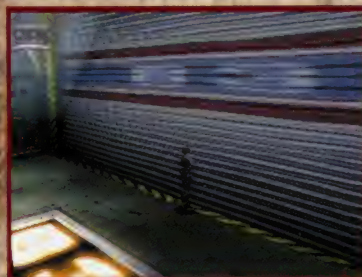
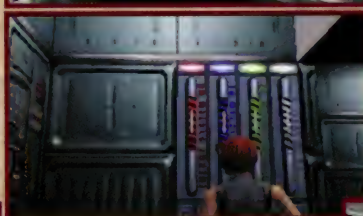
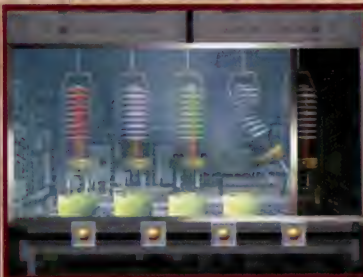
42 Restore Power to the Elevator and Salvage its Contents



When you've had your fill of posing Regina so it looks as though she had brought down the T-Rex herself (yes, we all did it), you'll need to restore power to the elevator so you can get in there and see what happened.



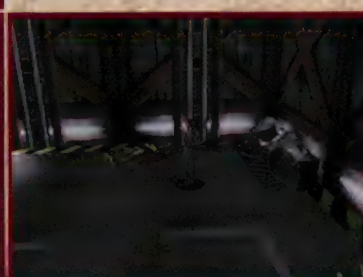
Basically, you just have to reverse what you did when you got here the first time. Pop the battery out of the generator window, take it to the Generator in the Elevator Control Room in the Southeast corner, plug it in [by selecting it in your inventory], put the batteries in Red-Blue-Green-White order, and hit the switch.



Oh, the humanity, blah blah blah, etc etc. Anyway, everyone on the elevator has brought a treat to share, and you can collect a **DDK D Disc**, a **Port Card Key**, and yet another **Plug** from searching the corpses.

Once you've checked the arsenal in the Transport Passageway and unlocked the red E.Box (if you haven't already), return to the, um, Disembarkation, um, Immi... Uh... That room where Rick is. Toss him the Port Card Key, and get ready to go home!

Or... not. The way is blocked, but at least they left you the **DDK S Code Disc**. You now have one DDK D

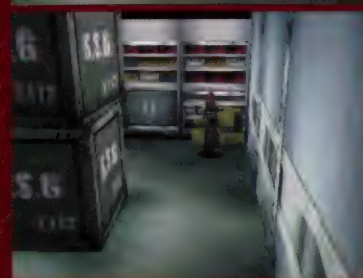


Raid the Transport Passage Arsenal

When Rick unlocked the shutters, that included the set that blocked off the Southeast corner of the Transport Passageway; The room just North of the General Weapons Storage Room (the one with the crane).

As long as we're in the neighborhood, we might as well stop in and do some shopping. The two open lockers contain **Grenades** and a **Plug**, respectively, and a second **Plug** is in the small pile of cardboard boxes.

If you didn't kill the Therizino earlier, or he respawned, don't worry about it. Just slip past the shutters and shut them behind you to ensure he won't bother you, and then blow him away from behind the shutters. Foolish lizard.





Part 5 - General

43 Pick up DDK Code Disc D in Initializer Room

The West tip of the Experiment Hall, previously locked by shutters, is now fully accessible. The room at the end contains the other



DDK D Disc, a **Plug** in the corner, and a locked safe containing a new Shotgun enhancement (left sidebar). It also has one of the new super raptors, a perfect guinea pig for your freshly modified SPAS-12 shotgun. Heh heh...

When you're done, head back through the ventilation shaft to the strip of hallway the vanilla raptor once prowled, and enter the Security Room.



44 Unlock the Bevy of Doors Past the Security Room



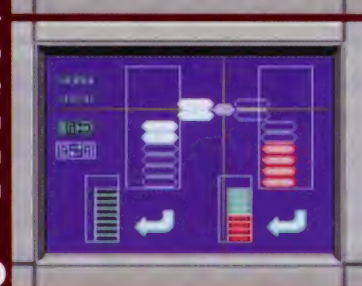
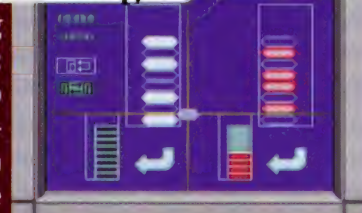
You won't get the code to open this safe, containing the damage enhancing **Shotgun Parts**, for a little while, but I figure you might as well open it up while you can still have some fun with it. The code is 1281.



First slide your B2 Key Chips into the terminal in the Security Room (1 in the left slot, 2 in the right), and enter the code 0392 (the number written, once again, on the key itself). Solve a puzzle and let the computer reformat your keys.

Puzzle 1 Code Stacking 2

Double the stacking excitement here: First you have to assemble the colored blocks in each stack, then use the new switching command on the left to replace all of the uncolored blocks in the right stack with the colored ones in the left stack.

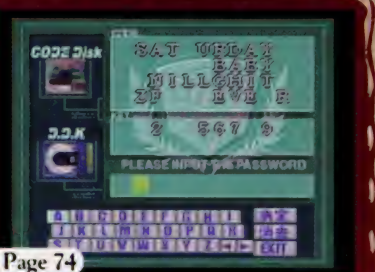


Solution: See Page 76

DDK Lock S

Saturday Baby Night Fever! That's not the code, but you can extract it from that by combining two old DDK tricks.

Solution: See Page 74



And to think Jill, that lock-picking hack from the Resident Evil series, claims to be "the Master of Unlocking." Regina's about to show her what unlocking is all about.

First, unlock the DDK S

Door at the end of the hall outside the Office. Then, after your sterilization (!), cross into the Parts Storage area and keep heading North. Unlock the door at the end, opening a useful passageway between here and the Experiment Area Hallway.

(continued next page)



DDK Lock D

The final DDK puzzle is tricky, but it's all based on a DDK solving method you've used before... Just backwards.

Solution: See Page 74



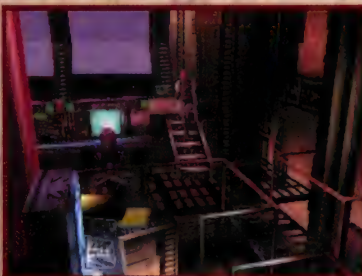


The door in the Southeast corner of the Parts Storage area will require the final (!) set of DDK Discs (D), and you'll need to swipe your refor-



matted Key Chip 2 at the next door, and then Chip 1 at the door beyond that. And finally, you'll be granted access to the long-awaited Third Energy Area.

45 Explore Both Levels of the Third Energy Control Room



Ignore the expansive greenish reactor area for now (although if you're desperate for a **Plug**, you can find one in the lower part of that room). Our business is in the reddish Third Energy Control Room, which is where this whole reactor is controlled.

Before we get that started, grab the **Plug** on the elevated area in the East, then head downstairs for the **Card Key B**, an **Intensifier**, and an amusing memo.

You don't ever really need the Level B Card Key, but you can use it to unlock the elevator in the Southwest, creating a handy shortcut between here and the B3 Rest Station.



Third Energy Room Lower Floor

ITEMS



Code Disc D



Plug



Shotgun Parts



An. Aid



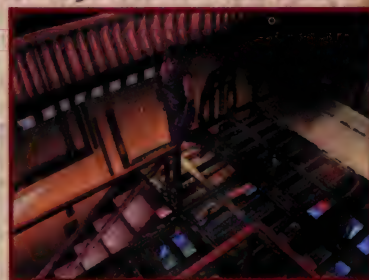
Plug



Card Key B



Intensifier



46 Start up the Third Energy Computer

I don't know what's up with the dying researcher (perhaps Dr. Kirk has beaten her to the verge of death over the "Laundry and Shampoo"

crack in the downstairs memo), but this important room contains the map of this area, a pair of Emergency Boxes, a memo containing Dr. Kirk's ID code, and a crucial puzzle.

Once you've solved the puzzle, the computer directly outside will be unlocked, and you can run the Third Energy System— But only as a simulation at this point, since you're still lacking Dr. Kirk's ID Card.

After you've run the simulation, Regina will

Part 5 - General

Puzzle 1 Lock Override 2

You remember how these work... Rotate and overlay the pieces until the completed puzzle matches the example in the lower left hand corner and the system lock is broken.

Solution: See Page 77



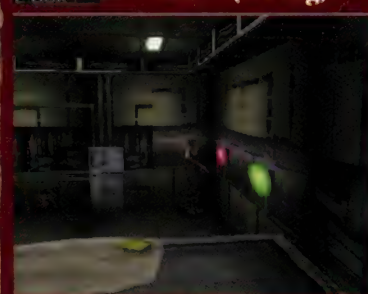
hear a gunshot and return to the Power Frequency Room to find that random female Doctor murdered (really, really murdered). Now, I don't know about you, but I only heard one gunshot... What the hell was in that gun? Can one person really have that much blood? Ick...

Well, she did have time to scratch out a **Memo**, which you can find on her person, listing the code of the locked display cabinet in the Initializer Design Room (the one that contains the Shotgun Parts). If you don't have it yet, go get it now, or you'll lose your opportunity if you chose Gail's way after the next decision.



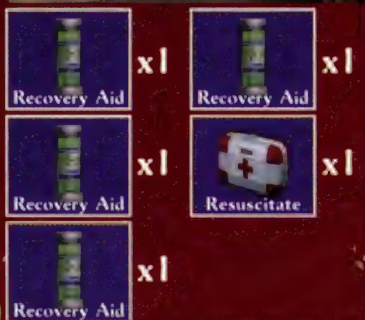
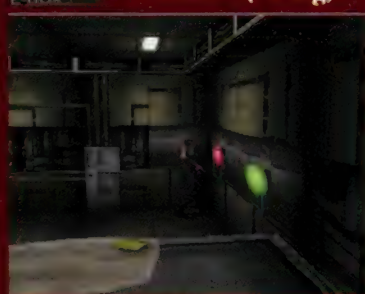
Emergency Box

Red - (2 Plug)

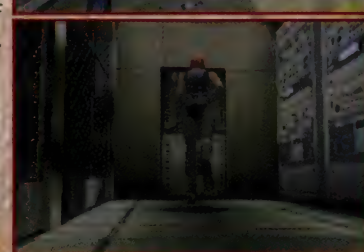
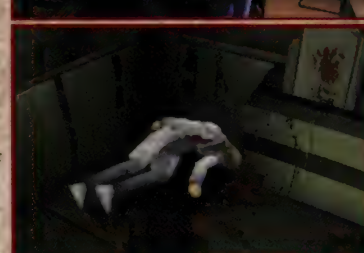
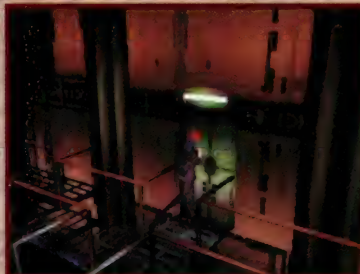


Emergency Box

Green - (1 Plug)



You can also use your Fingerprint Reader to get Dr. Kirk's prints off of the bloody handprint on the wall. Or you can wait and get them from him in person later. You'll catch a glimpse of him running down the Southeast passageway, and when you pursue, you'll find the door at the end of that hall is no longer locked.



47 Fight for the Parts, or Assemble Them **Decision 3**

So far, the decisions haven't made so significant of a difference in the actual gameplay experience. While this one still won't effect the storyline, the two quests are actually completely different. Gail's way is pretty simple: Head downstairs, grab the parts, and plug them in. There are dinosaurs down there, but you should have enough extra ammo to handle them without too much trouble. Rick's quest has fewer enemies, but it does have a couple of puzzles, a couple of which are fairly difficult (though some are quite cool), and takes a bit longer to finish.

Gail's Way Go to Page 62 **Rick's Way** Go to Page 64

What will you do?
Which strategy will you attempt?

► Gail's strategy: Head for the B3 Lv. A Area.

Rick's strategy: Head for the Parts Storage on B2.

ITEMS

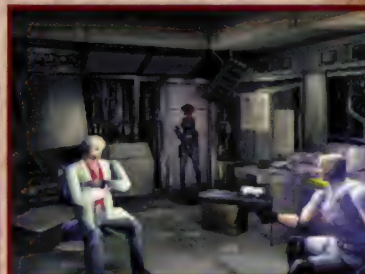


• Card Key A is given to you in the intermission; the Planning Disc only if you chose Rick's Way.



Before you begin your chosen quest, help yourself to some of the good doctor's personal belongings. There's a **Plug** in his bookcase, and a pair of **Med Pak (M)**'s in his private library. Both rooms also have memos and you can get his fingerprints off him if you haven't already.

When you're done, leave through the previously locked West door that connects this room to the Third Energy reactor Area.



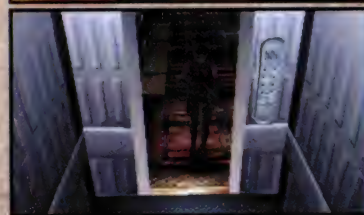
48 Pick up the Grenade Gun Parts on Your Way Out

The quickest way to the completed Initializer and Stabilizer in level B3 is to use your Key Card B to take the elevator from the Third Energy Control Room to the B3 Rest Station.

But if you go straight down there, you'll be passing up the opportunity to get the Grenade Gun Parts, and you'll have to come back anyway to reformat your ID Card. The parts are in the Security Level A Room that you can reach by heading East back through the greenish Third Energy Area into the Parts Storage Area.

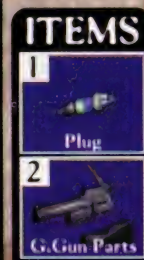
Beware of a new super raptor that's taken up residence in the L-shaped hallway leading to the Parts Storage area, and deal with him appropriately.

The Parts Storage Area contains a puzzle, but it's something you can't do without the Planning Disc you only receive if you do things Rick's way. So push the storage cabinet aside, grab the Plug, and ignore the flashing light. Then head back around to the Northwest corner, where you'll find the Grenade Gun Parts. Slap that bad boy onto your launcher and you'll be able to fire grenades in series of three without reloading.



49 Burn a Copy of Dr. Kirk's ID Card

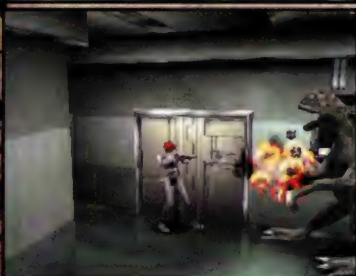
And while you're in the neighborhood, head back through the sterilization corridor to the Security Room where you reformat the B2 Key Chips. Here you can take your old ID Card, the fingerprint data you gathered from Dr. Kirk or his bloody handprints, and the code you found in the memo (31415) to burn yourself a copy of his ID Card on the computer. Nifty!



50 Fight Your Way Down to the Level B3 Transport Passageway



From there, you can either cross through the hall with the ventilation shaft to the Central Stairway, or backtrack to the Third Energy Control Room and take the Security Level B elevator. The shaft is quicker, but you'll find a new pair of Therizinos waiting for



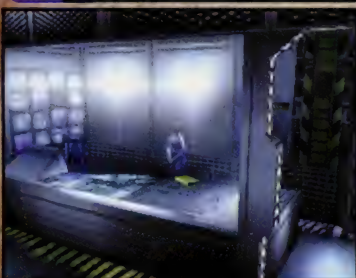
you in the Central Stairway.

In fact, most of the enemies are back. But since this is near the end of the game, you should relish the chance to burn some of your strongest ammo on these last few enemies. Both types of Grenades are the most fun, of

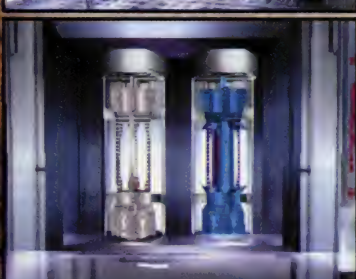
course, but your Slugs can do some real damage in your twice modified shotgun. If you run out of fun stuff, go ahead and use tranquilizers, since you won't be in this area too long.



51 Retrieve the Completed Initializer and Stabilizer



The room you ultimately want is accessible from the Transport Passageway, past the General Weapons Storage area. You can get in with a Level A Key Card, and head straight to the second floor, via the teeny little elevator. In a cabinet there you'll find the completed **Initializer** and **Stabilizer**. This area is beautiful, but outside of a memo, there isn't anything else to play with.



ITEMS

3

Initializer

4

Stabilizer

• These Items are on level 2 (not shown).



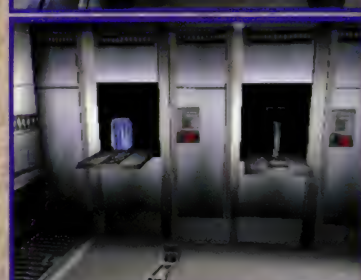
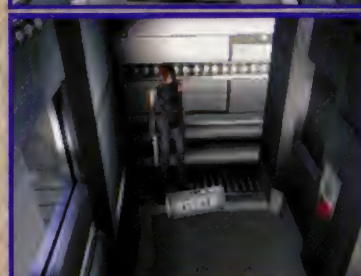


Part 6 - Rick's Way

48 Get the Core Parts in the Parts Storage Area

Your first stop is the Security Level A room in the Parts Storage Area. Inside you'll find the **Grenade Gun Parts** stashed away around the corner, and a **Plug** hidden behind a pushable storage cabinet.

But that's not all that cabinet is concealing. The rebellious junior scientists have hidden a wire tap here, and Regina can replay that tape to learn the code for the nearby computer terminal (see Puzzle K below). Entering the code will unlock **Core Parts 1** and **Core Parts 2**.



Puzzle K Wire Tap Tones

Those crafty scientists have captured Dr. Kirk entering the security code on tape, and now you have to remember the exact tones so you can reenter the code at the terminal yourself.

After you play the wiretap message, use your Planning Disc at the large central terminal and try to reconstruct the exact tone by selecting a six digit path in the order it was played on the tape.



Solution: See Page 76

construct the exact tone by selecting a six digit path in the order it was played on the tape. If you can't figure it out (or are tone deaf), check the back of this book for the answer.

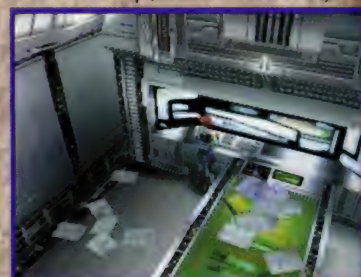
49 Get Three More Pieces in the_INITIALIZER Experiment Room



Take the Northern exit from the Parts Storage Area back to the Experiment Area Hall. The two super raptors will have regenerated, but you should be able to spare a couple of grenades to finish them off (and for good, this time).

Enter the_INITIALIZER Experiment Room at the Northern tip, near where you found the Security Card C. Inside are two terminals and three "Protect Parts," which you'll need to complete the initializer and stabilizer. The cryptic message in the memo tells you to add o's to the code you use in the Parts Area, so you'll

need to take the first three digits of that code, stick a zero at the beginning, and enter that (0367) at the computer near the memo (after you select and use your Planning Disc) for **Protect Parts 1-B**. Then go to the large, stand-alone computer in the other corner, use your disc and enter the last half of the code, again with a zero (0204), to unlock **Protect Parts 1-A** and **2-A**.



50 Get the Final Piece and Assemble the Completed Parts



The last piece is easy to get. Just return to the Stabilizer Experiment Room (the place you got the Shotgun Parts), and enter the small Security Level A Room adjacent to it. The **Protect Parts 1-B** is in a glass display case in the Southeast corner, and all you need to do to get it is insert your Planning Disc. Then go to the main computer and select and use any of your parts to begin the assembling process.



The ensuing puzzle just requires you to align the bases of the items so when the other parts come flying in, they'll snap on securely (otherwise, you have to start over). Rotate with the D-Pad and don't forget to compensate for the extra inertia of zero-G.

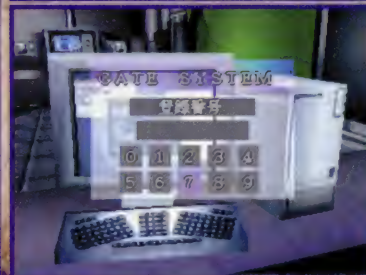
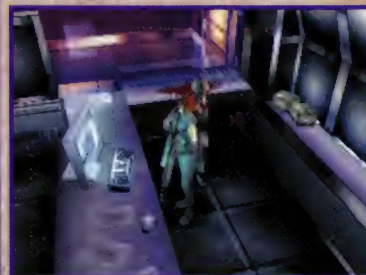


51 Burn a Dr. Kirk ID Card

One last step before we start the generator: Take the ventilation shaft back to the other hall and enter the Security Room where you reformatted the Key Chips. Here you can take your old ID Card, the fingerprint data you gathered from Dr. Kirk or his bloody handprints, and the code you found in a memo (31415) to burn yourself a copy of his ID Card on the computer. Nifty!

ITEMS

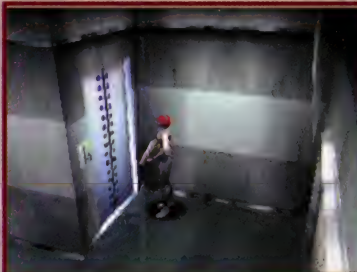
- 1 Plug
- 2 G.Gun Parts
- 3 Core Parts 1
- 4 Core Parts 2
- 5 Prot. Parts 1-A
- 6 Prot. Parts 2-A
- 7 Prot. Parts 1-B
- 8 Prot. Parts 2-B



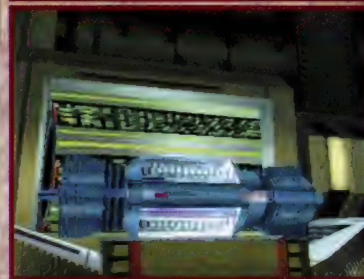


52 Set the Stabilizer and Initializer Parts

At last the Initializer and the Stabilizer are in your possession, you have Dr. Kirk's ID Card, and now there's nothing stopping you from overloading the Third Energy Generator and wiping out that pesky vortex. Lets take the elevator back up to the Third Energy Area and get started.



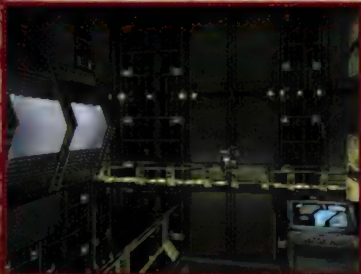
First, swipe your card at the main terminal across from the room with the dead researcher. Once you've primed the reactor, head back to the greenish area and take the platform elevator in the corner down to the lower floor. Find the box with the flashing red light, press it, then set your Initializer in the slot and hit the button at the nearby terminal.





Before you head back up, grab the **Plug** by the **Initializer** terminal if you haven't already.

Back on the top floor, you'll see a flashing button at a terminal along the main catwalk. Press



it, and the bridge leading to the Stabilizer station will reveal itself. Once again, hit the button on the box, set the Stabilizer, and then use the nearby terminal.

After a lengthy cut scene, you'll need to run back to Dr. Kirk's private library and reconnect with Gail. After another intermission, you'll both automatically rejoin Rick, just in time for your final decision. You won't get a chance to save first, so if you're having trouble deciding, save in the Security Room first before you go to see Gail.



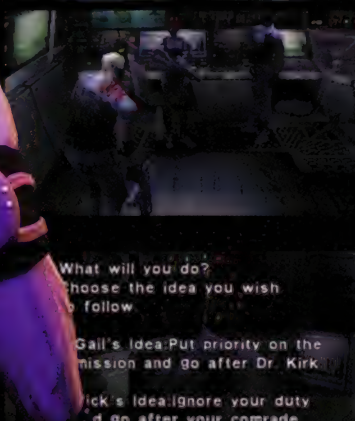
53 Search for Kirk or Escape Immediately Decision 4

Your adventure is nearing its end, and Regina now has to choose the finale. There are actually three endings in *Dino Crisis*, one that happens only if you choose Gail's Way, one that happens only if you choose Rick's Way, and a hidden, third path that can be reached from either of the characters "Ideas". We cover these finales on the next six pages, but we urge you not to look unless you get stuck or are unable to find the secret path. We don't show the endings, but there are some surprises we'd hate to accidentally ruin.

Gail's Way Go to Page 68

Rick's Way Go to Page 70

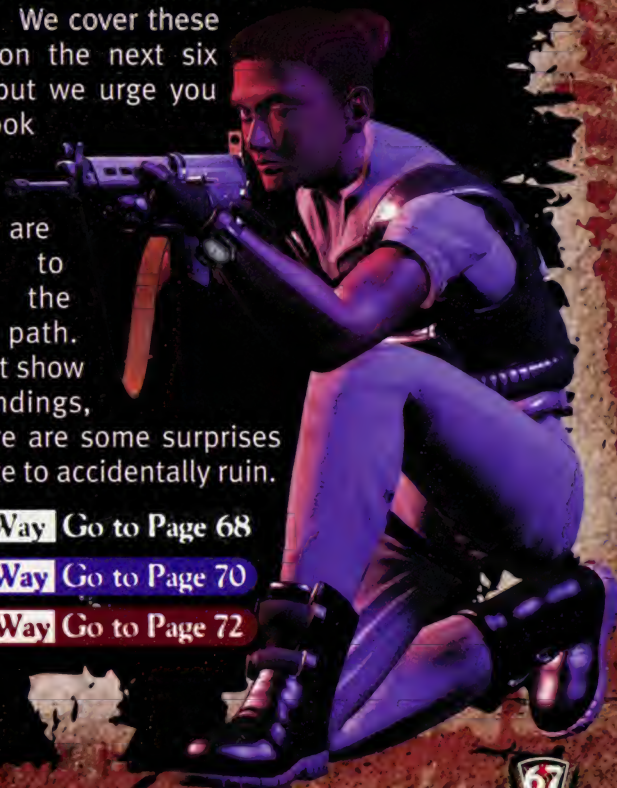
Secret Way Go to Page 72



What will you do?
Choose the idea you wish
to follow.

Gail's Idea: Put priority on the
mission and go after Dr. Kirk.

Rick's Idea: Ignore your duty
and go after your comrade.





54 Locate Gail and Dr. Kirk



That punk Dr. Kirk has run off again, but with the aid of your tracking device, finding him will be a snap.

His location will always

appear on the map as a white dot (in the middle of an incredibly conspicuous flashing red

room), but it's easy to predict where he'll go.

Kirk wants the Initializer and Stabilizer, so if you

chose Gail's way and went to get them in the

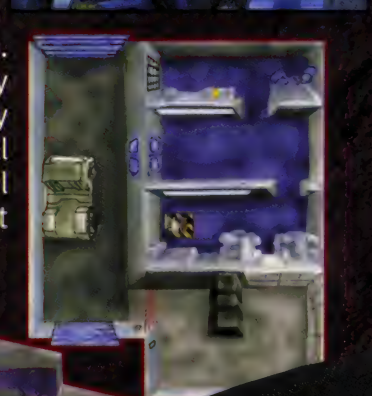
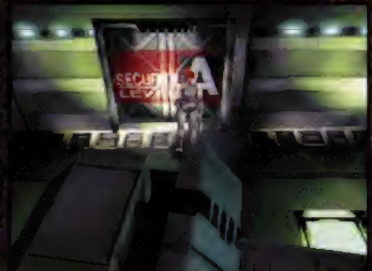
B3 Parts Storage Area, he'll go whip up the

other set in Level B2's Initializer Design Room.

Conversely, if you already made those parts by

choosing Rick's Idea, you'll

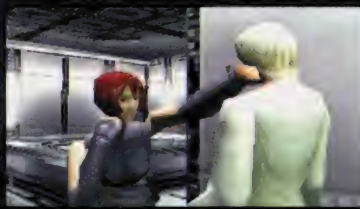
catch him swiping the completed parts in the Security Level A Room in the Northeast corner of B3, just past the Transport Passageway with the Therizino and the shutter.



Finale - Gail's Way



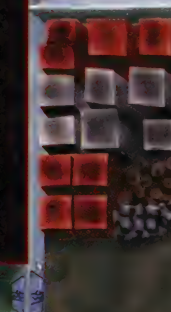
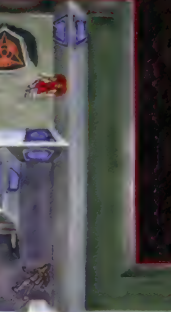
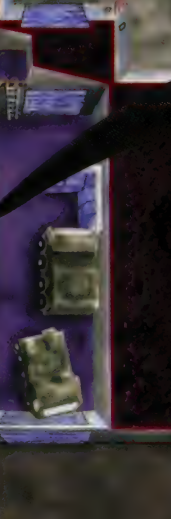
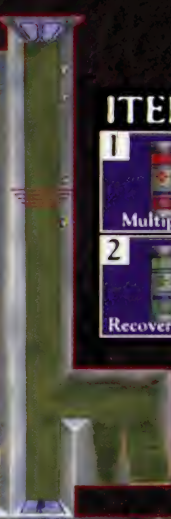
We don't have space for the map here, but if you took Gail's quest, you can find Dr. Kirk in the room at the end of the once-shuttered Experiment Hall in level B2.



catch him swiping the completed parts in the Security Level A Room in the Northeast corner of B3, just past the Transport Passageway with the Therizino and the shutter.

ITEMS

- 1 Multiplier
- 2 Recovery Aid



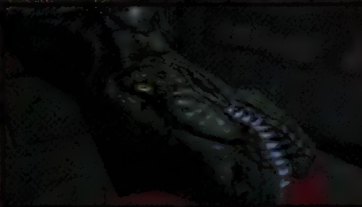
55 Meet the Gang at the Hovercraft and Escape



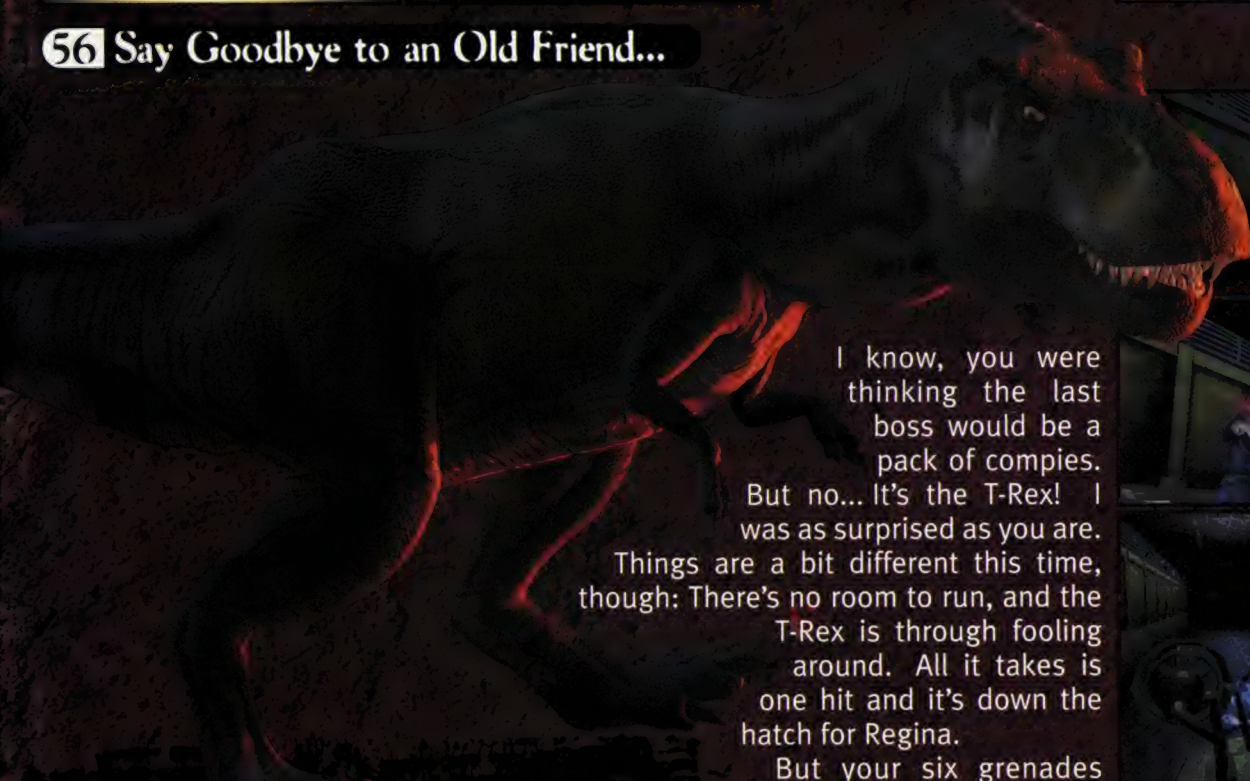
Once you've spoken with Gail, you'll automatically return to the room with the really long name and inform Rick.

Now you're clear to get going, so cross the de-vortexed hallway into the new shipping cargo area. You'll find a **Multiplier** on your way and a **Recovery Aid** amid the boxes of cargo, so if you need them grab 'em while you can, since there's no going back. You'll also find an unconscious and bleeding T.Rex on the docks. I wonder what that's all about?

If you're still desperate for healing items, you'll find a Yellow E.Box on the hovercraft itself, and Rick will give you the **Plug** along with six **Grenades**... I'll give you three guesses what those are for...



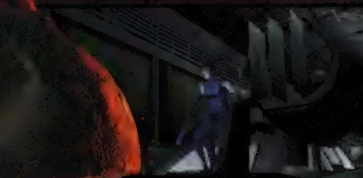
56 Say Goodbye to an Old Friend...



I know, you were thinking the last boss would be a pack of compies. But no... It's the T-Rex! I was as surprised as you are. Things are a bit different this time, though: There's no room to run, and the T-Rex is through fooling around. All it takes is one hit and it's down the hatch for Regina.

But your six grenades should be enough to keep him at bay. Wait for him to open his mouth to strike, then pop a grenade between his teeth. Repeat three or four times, and you'll live to tell the tale to your grandkids.

I just love watching Regina get eaten by the T.Rex. It's worth dying once or twice just to see.





Finale - Rick's Way

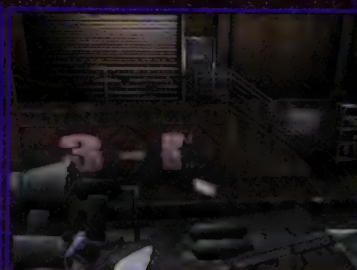
of Nucleum for him. He'd get the highly radioactive Nucleum himself, you see, but he's busy "fixing the hovercraft." I'm sure it has absolutely nothing to do with his desire to keep his hair (if you can even call it that) and sire children in the future.

64 Locate the Hovercraft Docks

You've left Dr. Kirk to fend for himself and punched out a critically injured man (you go, girl!), so all that's left is for the three of you to get your sorry asses off Ibis Island.

The hovercraft port is directly past the recently de-vortexed hallway. You won't miss the **Multiplier** in the hall, but you might miss the **Recovery Aid** if you don't give the cargo area a thorough search.

At the docks you'll also find a Red E-Box, and Rick will be happy to give you a **Plug** for it (as well as six **Grenades**) if you'll fill up a tank



55 Fill the Tank with Nucleum in the Cargo Area



The Nucleum isn't in the big tanks, as you might expect, but in the little red tanks scattered in the corners at the other end of the cargo area. There's not much to this little quest, so you might as well just take your time filling the tank and enjoy the aroma of highly experimental, radioactive fuel, before you take it back to Rick at the hovercraft. After all, what could *possibly* go wrong?

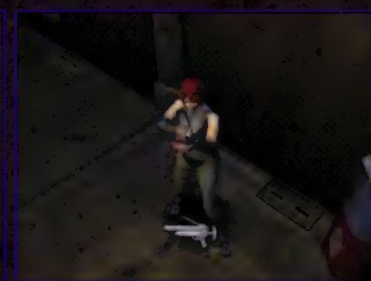
56 Say Goodbye to an Old Friend...



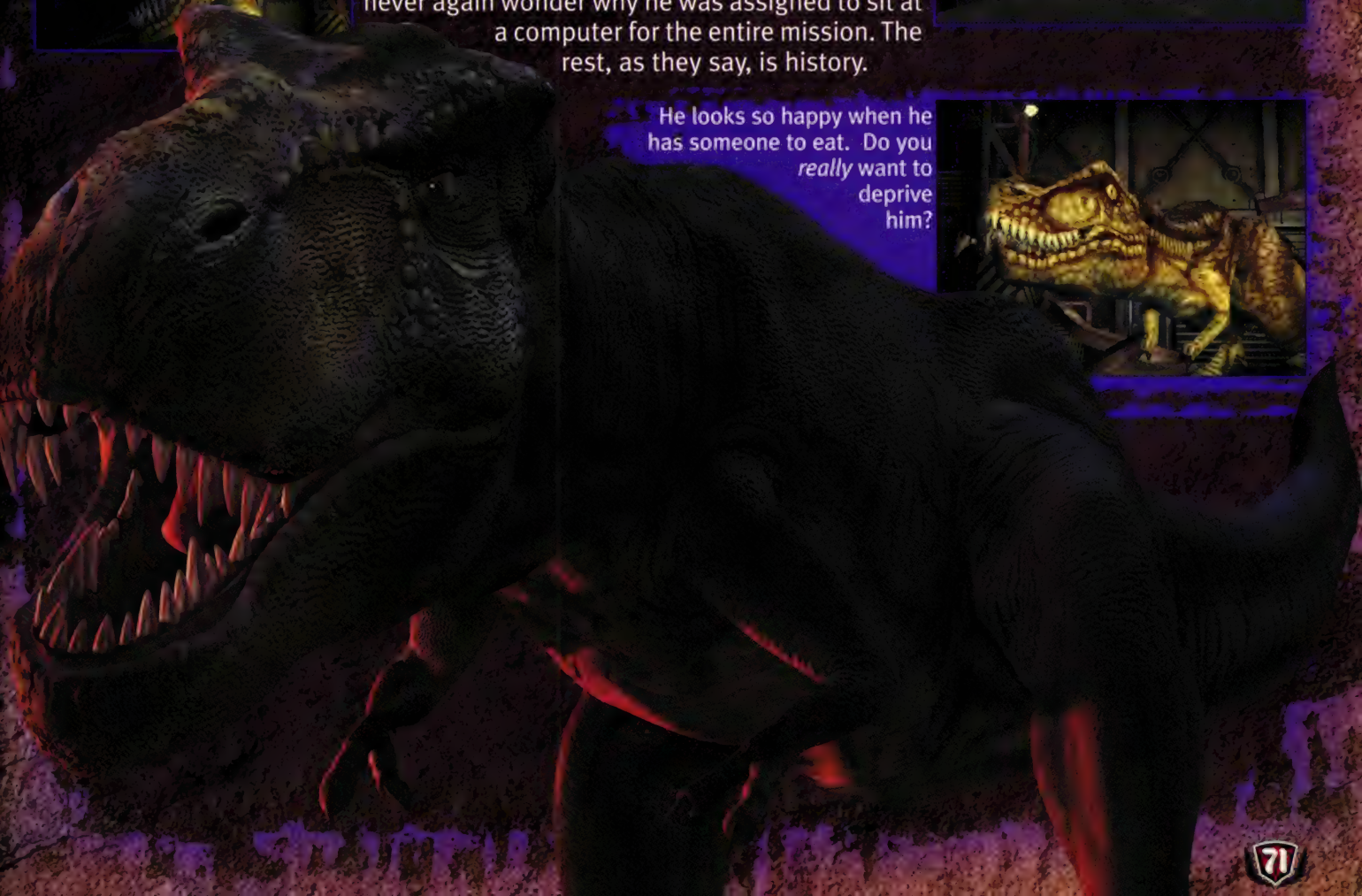
This is, in my humble (but unerringly correct) opinion, the coolest of the three different final battles. The T.Rex chases you around the cargo room, and whenever the "Fire" icon flashes, you

have to turn (let the auto-targetting handle that) and fire a grenade (*only* grenades) into his gaping maw. The prompt makes it seem easy, but if you hesitate for even a second, you're meat.

If you run at full speed, you'll need to fire about four times before you complete one whole lap around the room and Rick appears. Rick will then fire a shot with such inaccuracy that you will never again wonder why he was assigned to sit at a computer for the entire mission. The rest, as they say, is history.



He looks so happy when he has someone to eat. Do you *really* want to deprive him?

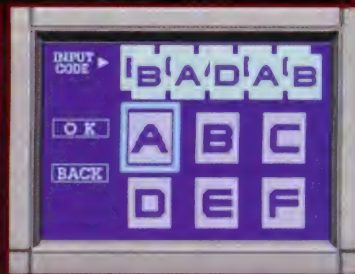




Finale - Secret Path

54 Find an Entrance to the Transport Tunnels

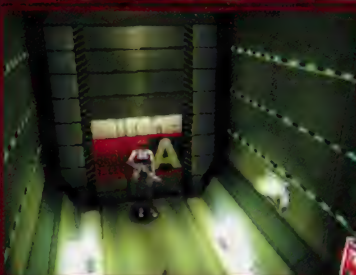
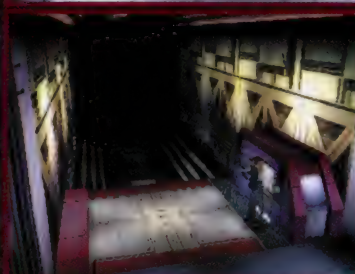
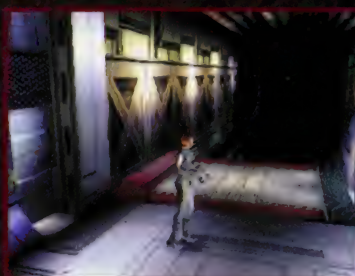
If you're getting the feeling that you've made it to the end of the game without investigating a number of doors, it's probably because you've made it to the end of the game without investigating a number of doors. Three, to be exact: One in the Transport



Passageway, one at the end of the Central Stairway hall (both require the Level A Card Key), and one password-locked secret entrance in the Level B2 Researcher Rest Room.

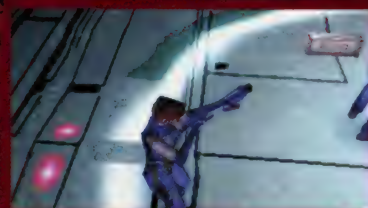


That latter one is a pain, since it's locked by four random passwords, like the ones you had to use in Dr. Kirk's Secret Lab if you chose Rick's Idea (except this time they



can be as many as ten digits long). You might as well take an easier door, since they all lead to the same thing: A network of tunnels that utilize elevator-like motorized platforms. The platforms will transport you to a secret heliport, as soon as you activate them via the switch on their side.

You can get to the heliport no matter which idea you chose, but you can't open any of the doors leading to the tunnels until after you've started the Third Energy Reactor.



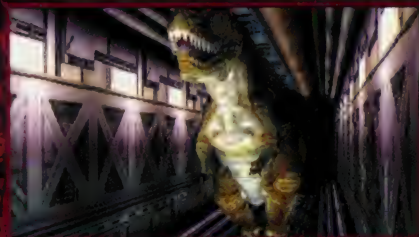
There's a very cool intermission here you can only see if you chose to follow Rick's idea. If so, Regina will find a scheming Dr. Kirk in addition to the helicopter.

At long last, Regina cuts loose and gives Kirk the beating he so richly deserves. Then she radios back to the boys, and locks the good doctor safely in the chopper while she returns to help Rick carry Gail to your new means of escape.

It's easiest to just go find Gail after he's hit by that pipe, make whichever decision (see the sidebar on the left for a compelling reason to choose Rick's), and then go find the Heliport. Whichever idea you choose, ignore what they tell you to do and head straight for the secret hangar. Then if you chose Gail's way, go where you're supposed to meet him and Kirk (at the location flashing on your map), or, if you chose Rick's way, meet back with him at the Disembarkation Immigration Room..

First, though, snag the box with the **Plug** and the six **Grenades**. The Plug is for the Yellow Emergency Box in one corner, and the Grenades... Well, you'll figure that out soon enough.

55 Say Goodbye to an Old Friend...

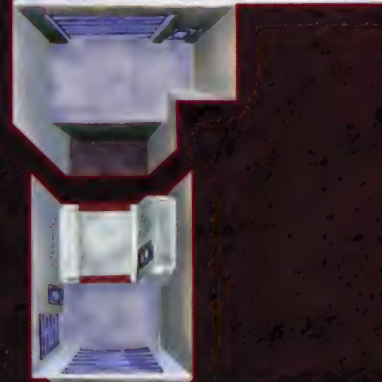


Surely you weren't planning on leaving Ibis Island without a touching farewell to your new friend? Don't worry, he'll wake up in time to escort you to the heliport... and see you off in the manner you've become accustomed to.

This time, there isn't much room to run away, and the consequences of being hit (death) are rather severe. So run to the back of the platform, lock the T-Rex in your sights, and fire a Grenade at his

pearly whites whenever he opens his mouth to attack.

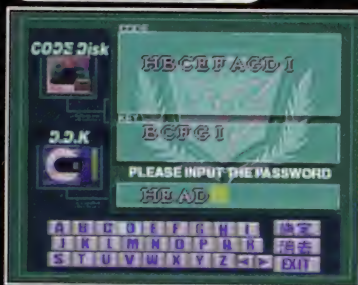
After three or four grenades to the face, he'll come to understand that some partings are inevitable, that even fleeting friendships help you grow as an individual, and that Regina's haste to leave Ibis Island is in no way a rejection of him personally.



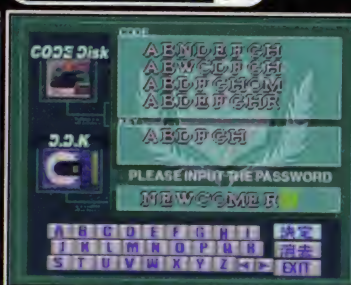
SOLUTIONS

Missing the hint that leads to the DDK codes can make even an easy puzzle quite difficult. If you can't figure out which letters to subtract to get the code, here's a hint: The first letter of the code is always the letter of the lock itself.

DDK Lock H



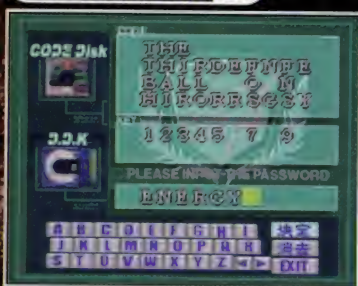
DDK Lock N



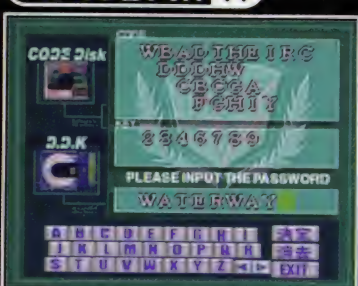
DDK Lock L



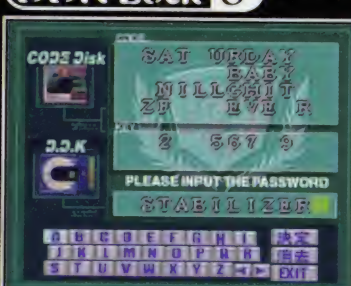
DDK Lock E



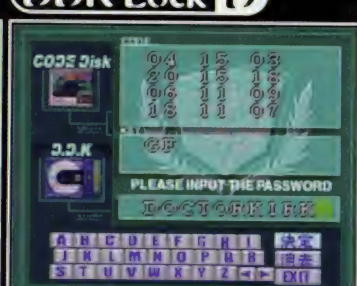
DDK Lock W



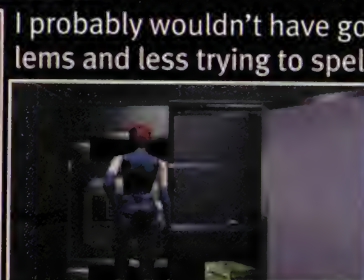
DDK Lock S



DDK Lock D



Puzzle B SOL/LEO Lock

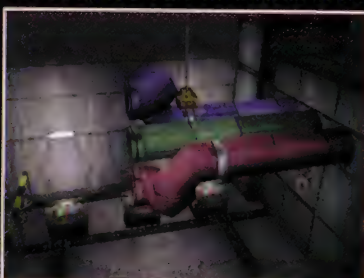


I probably wouldn't have got that D in Trig if I had spent more time doing the problems and less trying to spell upsidedown words with my calculator. But that habit did make solving this puzzle a snap: "SOL" and "LEO" are both words you can spell with an upside-down calculator: 705 and 037, respectively. Put 'em together in the order you entered them, and they make the code for this wall safe: 705037.

Puzzle C Elevator Pipes



Two things to think about here: Which pipe goes where and in what order. The order part is pretty easy: Lower the red pipes first, then the green, then the blue, or the pipes will hit each other and block your progress. As for which one goes where, we've indicated that on the map.



Puzzle D Crane Program I



This is the quickest way we've found to clear a path. In you can't read the shots, here it is in text: 1 Left, 2 Up, 1 Down, Hook, 2 Right, Release. After you've executed that program, just enter a 2 Up and a Hook and then leave the terminal. The crane operator might not be thrilled about you just leaving the final crate hanging, but since he's probably been passed through the rectum of a Veolicator by now, it's unlikely he'll make a formal complaint.



Puzzle E Gas Experiment

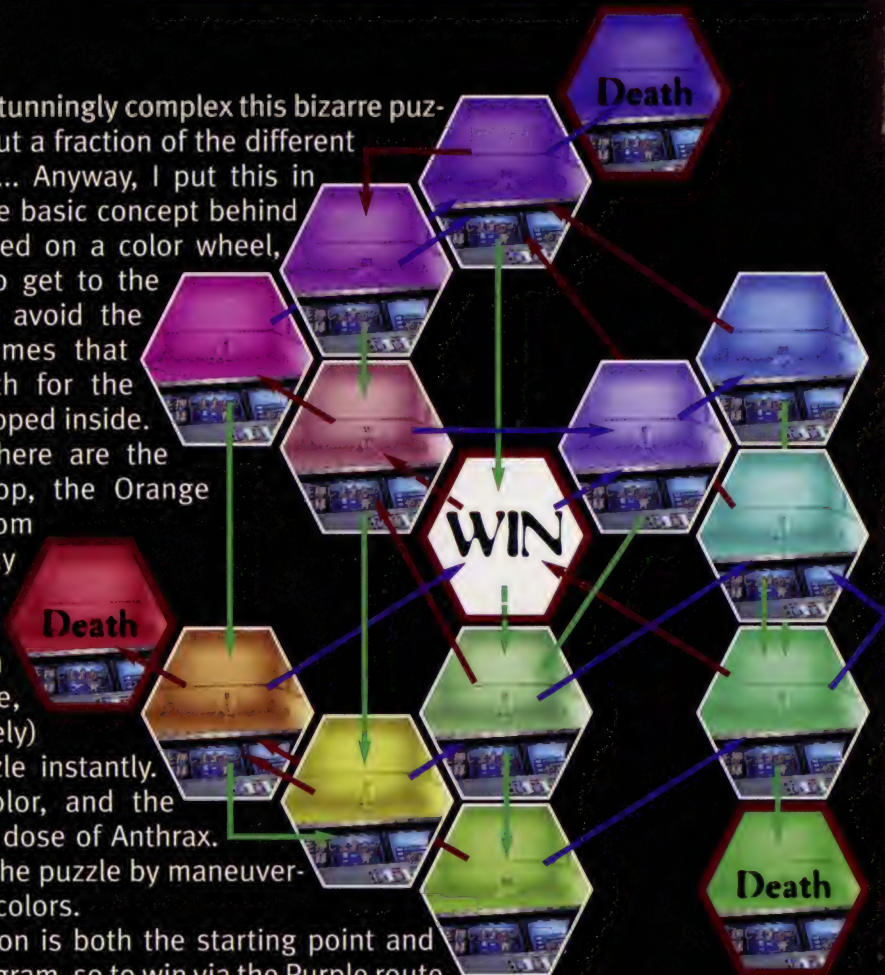


Take a look at how stunningly complex this bizarre puzzle is! And this is but a fraction of the different colors you can get... Anyway, I put this in here to illustrate the basic concept behind the puzzle: It's based on a color wheel, and your goal is to get to the center (white) and avoid the darker color extremes that mean instant death for the poor researcher trapped inside.

The key colors here are the Purple near the top, the Orange towards the bottom left, and the minty Green in the lower right. If you select the right opposition color (Green, Blue, and Red, respectively) you solve the puzzle instantly.

Pick the wrong color, and the good doctor gets a dose of Anthrax. You can only solve the puzzle by maneuvering to one of these colors.

The "win" hexagon is both the starting point and your goal in this diagram, so to win via the Purple route, for example, you add Red, Red, Blue, then Green for the win.



Puzzle F Code Stacking

This one is pretty simple. Just look at the bottom two blocks of the example, pull out a pair that matches from the bottom, and drop it on top. Then repeat for the next two blocks, until you have all eight.



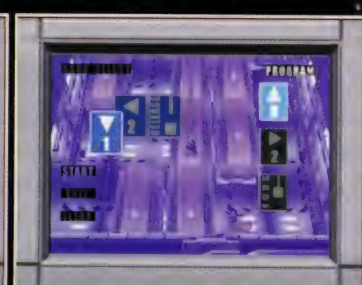
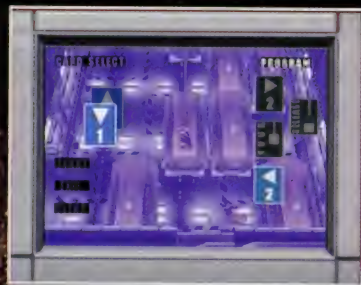
Puzzle G Lock Override

The left piece is fine just the way it is, but the other pieces are off a bit. Rotate the middle one 90 degrees to the right, and the right one 90 degrees to the left. Then slap them into the answer grid in Right-Middle-Left order to complete the circuit.



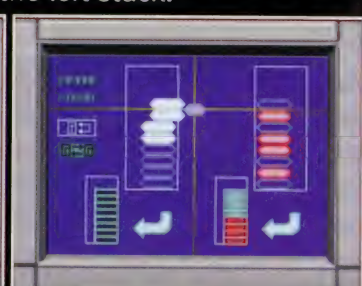
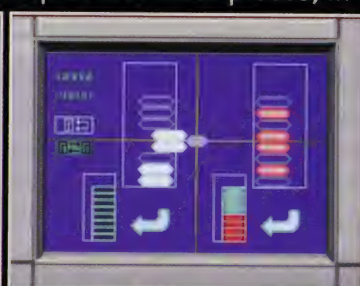
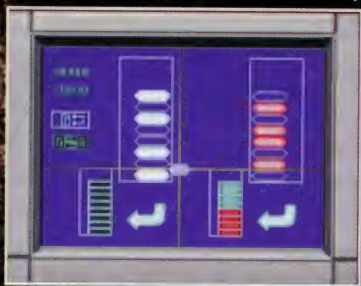
Puzzle H Crane Program 2

With more pieces to move and far fewer places to drop them, as well as more complicated commands, this crane puzzle is many times harder than the first. There's more than one solution, but the quickest we came up with is: 2 Right, Hook, 2 Left, Release; 3 Up, 1 Down, 2 Right, Hook, 2 Left, Release; 3 Up, Hook, 2 Right, 1 Down, Release; 3 Up, 2 Right, Hook, and leave it hanging while you go get the key.

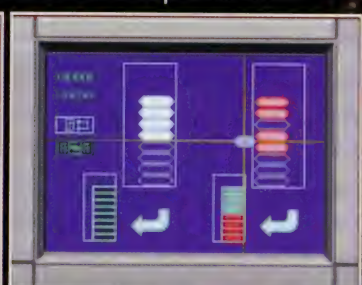
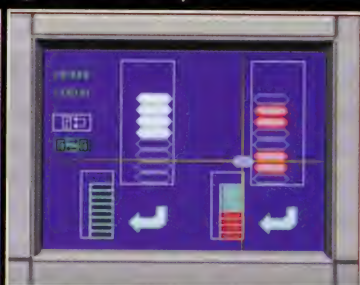
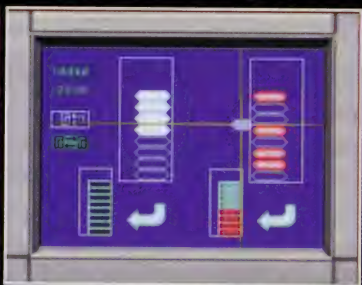
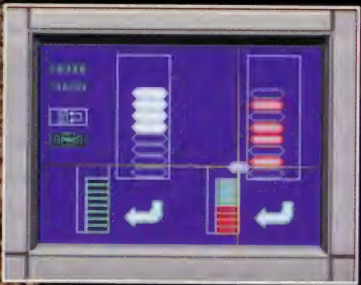


Puzzle I Code Stacking 2

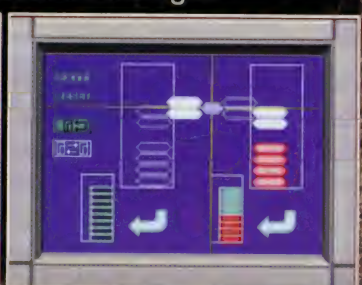
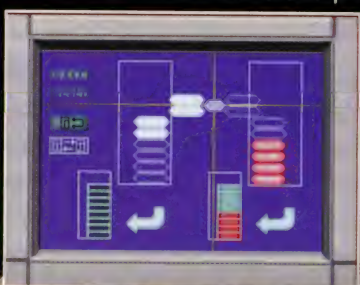
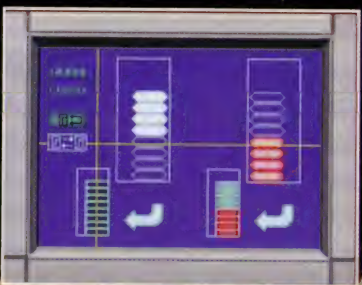
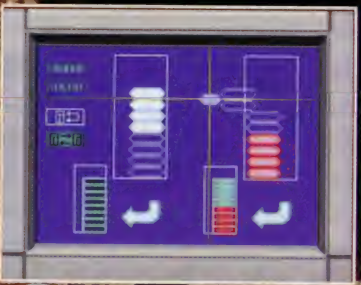
The first step is to make a pile of four colored pieces on top of four clear pieces, in the left stack.



Next, we do the same for the red pile on the right, although the clear pieces should be on the top this time.



Now, switch commands and swap your white pieces on the left with the clear pieces on the right.



Puzzle I Lock Override 2

This time it's the first two pieces that need to be tweaked: Rotate both of them 90 degrees to the left. The right one is fine as it is, and if you enter them in Middle-Right-Left order, you'll complete the circuit and unlock the Third Energy Control Terminal.



Puzzle K Wire Tap Tones

The tones are tricky to distinguish as individual notes, but the falling and rising progression tells you the code will be a simple one. Right to 3, right to 7, down to 6, and straight up to 2, 0, and 4 gives you a final code of 367204.



Random Space Killer A Tale of Two Reginas

We're out of in-game puzzles, but here's a bonus one: How many differences can you find between the Japanese Regina (left), and the re-rendered American Regina (right) that was used for the game's box art and sent to American gaming magazines? Let's find out!

1. MESSIER HAIR - Either the US Regina didn't have time to comb her hair this morning, or she's standing in a windier location.

2. DIFFERENT EYES - Doe-eyed Browns in Japan, sharp, psychotic Blues in the states.

3. HEAVIER EYELINER - Perhaps the US Regina is planning on doing some post-mission clubbing..?

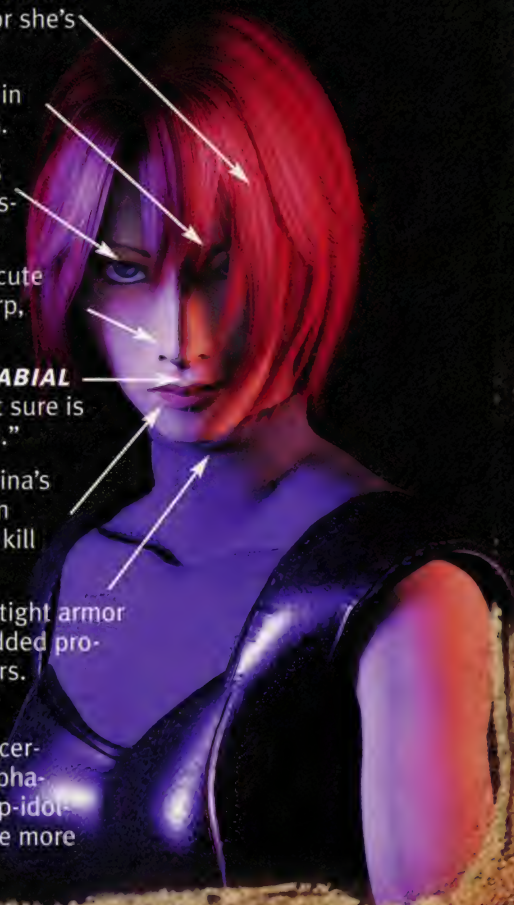
4. SHARPER NOSE - Japanese Regina's cute button nose has been replaced with a sharp, beakish shnoz in the US version.

5. MORE CLEARLY DEFINED NASAL-LABIAL TROUGH - Not a significant change, but it sure is fun to say the phrase "Nasal Labial Trough."

6. LESS CUTE LIPSTICK - Japanese Regina's subtly girlish pink and glossy hue has been replaced with a darker, more "I'm going to kill you"-ish blood-red in the US.

7. LONGER COLLAR - US Regina's body-tight armor goes up a bit higher, perhaps giving her added protection from would-be throat-slitting raptors.

CONCLUSION: Older, harsher US Regina certainly looks like she'd be able to handle a phalanx of bloodthirsty raptors better than pop-idol-ish Japanese Regina. But I think we'd all be more likely to hit on Japanese Regina at a bar.



SECRETS

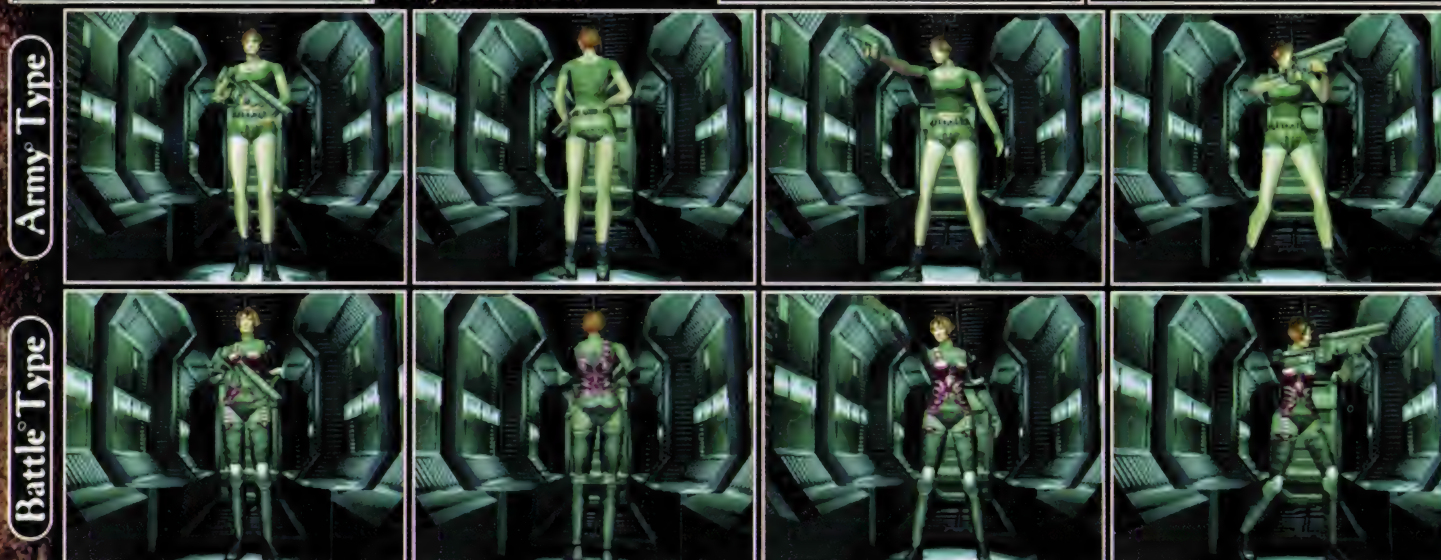
All of the secrets in Dino Crisis are tied to achievement, so you'll need some level of skill to earn them. Fortunately, they're all fairly simple, and with a bit of practice and a lot of patience, you shouldn't have too much trouble collecting them all. You can keep track of the ones you've found by looking at the icons on your save file. While it doesn't keep track of minor things like the "Mad Skills" screen, there are icons for each of the costumes, the Infinite Grenades, and Operation Wipeout. It also tells you how many times you've beaten the game, although you stop getting secrets after the 3rd time. You don't have to see a different ending each time, but seeing them all is another great incentive to play through multiple times.



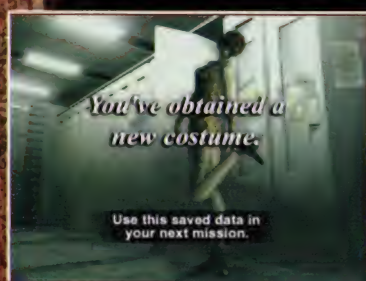
2nd and Third Costumes | Beat Game Once



Save your game after the first time you beat it, and load that file the next time you play. Now, whenever you load your saved game, you'll have your choice of these two sexy costumes.



Fourth Costume | Beat Game Twice



Ancient Type isn't just a new costume... It's insanity itself! Not only is Regina in adorable cavewoman attire, with paint across her nose, but her weapons are all bones and animals and weird stuff like that... Since we're so enamored with little Cavegirl Regina, we've decided to show off all of her new animal friends on the next page.

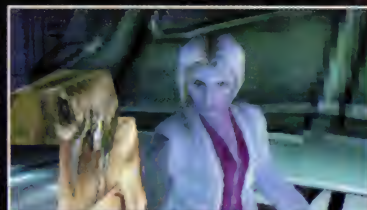




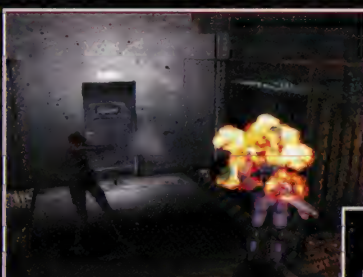
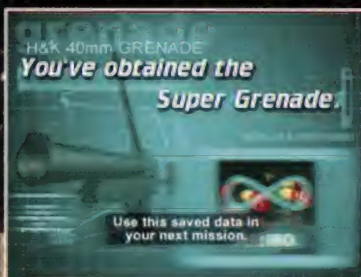
Someone on this development team had way too much time on his hands. Come on, look at this madness!

Glock (Handgun)	Glock + Slides	Glock + Sight	Glock (Complete)
Shotgun	Shotgun + Stock	Shotgun + Parts	Shotgun (Complete)
Grenade Launcher	Launcher + Parts	Front	Back

"EAT FROG, REGINA!" Dr. Kirk is in on the madness, too! This may not even have been intentional: Dr. Kirk's handgun uses the same model as yours, so when yours is modified, his is modified. And when yours has a frog for a scope, so does his... Kinda takes some of the bite out of the whole mad scientist thing.

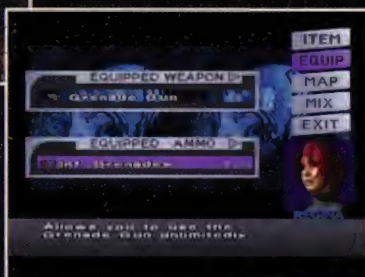


Infinite Grenades | Beat Game Three Times



As if they don't start you with enough ammo already on subsequent games... After you beat it three times, your next game will begin with a Grenade Launcher and Infinite Grenades. Kill everything that moves! Test for fakers with heavy explosives! Have fun!

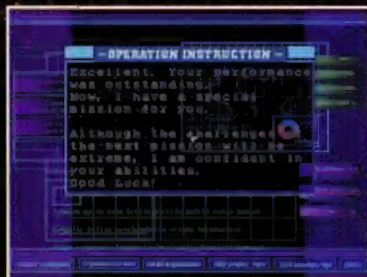
You don't get anything if you beat the game any more times, but if you haven't earned time-based bonus game Operation Wipeout yet, you can bet the grenades will help you shave some serious time off your personal best.



Operation Wipeout | Complete in Under 5 Hours

Probably the biggest secret of them all is Operation Wipeout: An all-action, time attack-ish sort of mini game that you can select at a new title screen which appears after you load your saved file. Our exclusive Operation Wipeout strategies begin on the next page. To get it, beat the game with less than 5 hours on the clock, which you should be able to accomplish on

your 2nd or 3rd time through. One tip: The timer keeps going while you're in the item screen, but not while the game is paused, so make sure to hit Start whenever you need a bathroom break or something.



"Mad Skills" Screen Beat Without Using Continues



This cool screen appears as part of your ending whenever you beat the game without using any continues. This is easy to engineer: Just save frequently and reset and load those saved games when you would normally continue. Using Resuscitates does not count as continuing, so stock up on those, too.

Best Mission Report See All Three Endings

Will your nameless, faceless boss ever read the "Monthly Expense Report" that always precedes his mail from Regina's team? Will he ever accept that "the Coop" is T-Rex chow? The answers seem to be no and no, but he will stop lecturing you about how you can "do better this time" once you've seen all three different endings.



Bonus Starting Supplies

Whenever you beat the game and load off of a saved game, Regina will start with more and better weapons and supplies each time. The first time you continue from a complete game, you'll begin with the Shotgun and some Tranquilizer Darts. The next time, you'll also begin with the Grenade Launcher and some grenades. And, of course, the third time you'll get the Infinite Grenades.

Also, you'll find that many items have changed (ammo is a lot easier to come by) and the contents of E.Boxes have been altered as well. I guess these later games are supposed to be all about action.

OP: WIPEOUT

OPERATION WIPEOUT

Welcome to Operation Wipeout! All the flavor of Dino Crisis' zesty combat with only half the puzzle calories! Operation Wipeout does away with the cerebral puzzle solving and key-finding shenanigans of the main game (now known as "Operation Doctor Kirk") in favor of three action orientated mini-missions, designed to push your dino-busting skills to the limit. You begin each mission with a limited selection of weapons and supplies, and must hunt through three different parts of Ibis island, eradicating a set number of dinosaurs before returning to your starting position within the allotted time frame. Sounds simple right? Well, it isn't. Just because Operation Wipeout is all about combat doesn't mean there's no strategy required. Far from it, in fact. The combination of limited supplies, tricky dinosaur positioning and an increasingly restrictive time limit make the Wipeout missions significantly more challenging than anything you've faced in Operation Doctor Kirk, so pay attention!

TIME MATTERS!

The point of Operation Wipeout is to complete all three missions as quickly as possible. Don't ask me why, it just is, ok? This means maximizing your ammo, and in some cases, taking more risks than you normally would in Operation Doctor Kirk. Tranquilizing a dino and shooting its drugged body full of 9mm holes may be the safest kill, but it is NOT the fastest. For the best times you will need to take advantage of advanced techniques like hitting two separate dinosaurs with a single Heat grenade or SG Bullet. If a raptor starts faking, rather than waste time with three 9mm shots (one to get it up, two to kill), use a single point blank shotgun blast instead. Also, if Regina gets knocked down a health state, heal her instantly! In a damaged state Regina walks slower, which translates into longer times. Remember that each Operation Wipeout mission begins and ends at a set of stairs. So once you've 'acquired' all your targets, you must run back to your starting area and use these stairs to finish the mission.

OPERATION COPOUT?

Despite the emphasis on time keeping, we're fairly certain that Capcom don't expect you to take the whole 'time' thing too seriously here. Dinosaurs have random starting positions in each area, random health, and raptors randomly fake when they go down. Any one of these things can delay your progress by seconds, making achieving a record breaking time as much about luck as it is about skill! Not that it matters - you don't get anything for completing Operation Wipeout, and you can't even save your best times to Memory Card. It's just for fun.



The first Wipeout mission is fairly easy once you know what you're doing. Five minutes is plenty of time, and you start with enough ammo to take down every raptor both quickly AND safely. By taking the clockwise path around the Lab area you can use the shutters to your advantage just as you did in Operation Doctor Kirk. You even get two Medium Med Packs in case you get hurt.

Mission One
Time Limit: 5:00
Our Best Time: 3:25
Enemies: x10

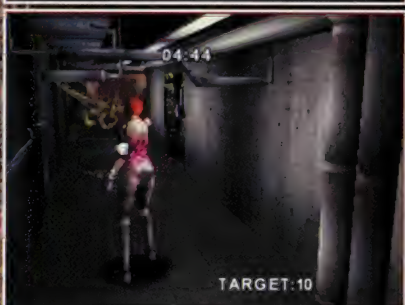
Weapons:



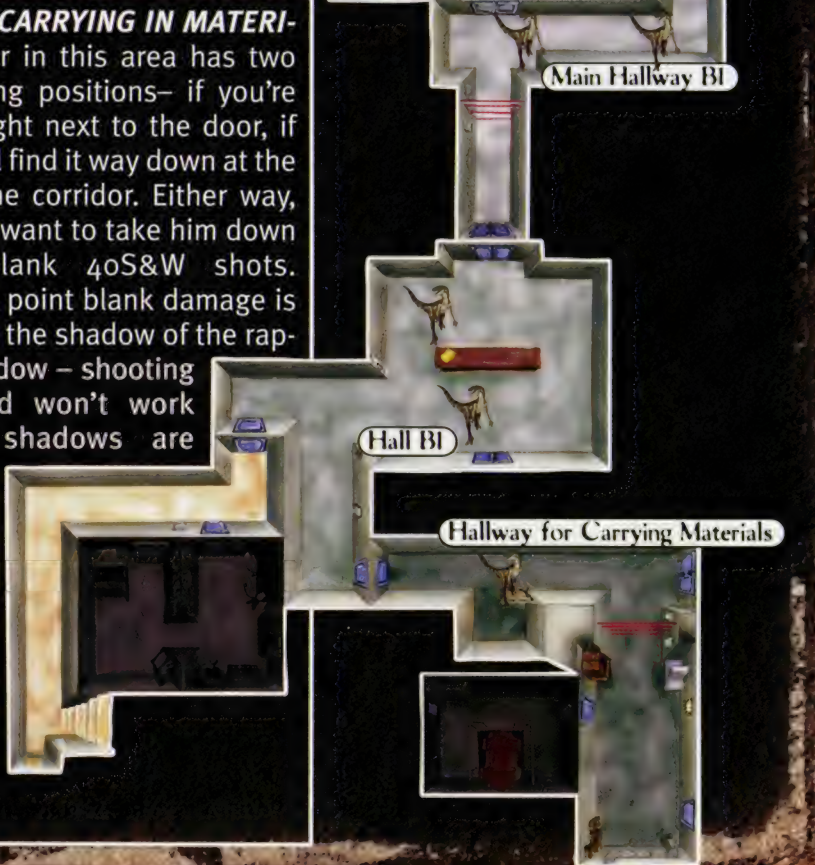
Supplies:



HALL B1: The first time you enter HALL B1 head straight for the door to HALLWAY FOR CARRYING IN MATERIALS to pick off the solo raptor lurking in there. When you return to this area, have your shotgun ready as you walk through the open gate into the elevator lobby area. There are two raptors in here, and the only way to split them up is to either tranquilize one, or to kill one instantly (Grenade Bullet or Poison Dart should do it). I prefer to save my lethal ammo for the last few raptors of the mission, so tranquilize one with a Medium An. Dart, polish off his buddy with point blank S&W rounds, then return to finish off sleeping beauty with more point blank S&W shots.

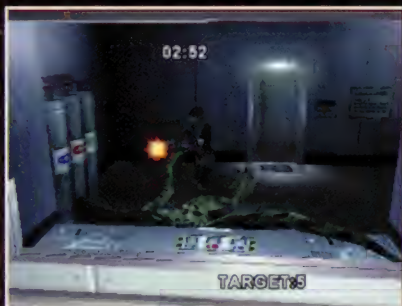


HALLWAY FOR CARRYING IN MATERIALS: The raptor in this area has two different starting positions— if you're lucky it'll be right next to the door, if you're not you'll find it way down at the other end of the corridor. Either way, you're going to want to take him down with point blank 40S&W shots. Remember that point blank damage is calculated from the shadow of the raptor to your shadow – shooting it in the head won't work unless your shadows are almost touching. If you go to the far end of the corridor, another raptor will occasionally come wandering in from HALL B1 outside. Provided you have finished off the local raptor already, this actually helps split the two HALL B1 raptor's up for you!



will occasionally come wandering in from HALL B1 outside. Provided you have finished off the local raptor already, this actually helps split the two HALL B1 raptor's up for you!

MAIN HALLWAY B1: There are two raptors in this area, both on the other side of the first security shutter. Your lack of ammo insures that you're going to have use your 9mm Parabellum ammo at some point in this mission, so it might as well be now. Run up to the shutter, raise your handgun, make sure Reg is tracking a target (sometimes you have to lower the shutter and lure them round the corner first) and start blasting. Remember to reload via the inventory screen, and every now and then lower your weapon and raise it again quickly to get a fresh lock. The easiest way to tell when both raptors are dead is by reading the "Target" count in the bottom right hand corner of the screen. When your counter is down to 5, open the shutters, take a right at the door, and follow the corridor round past the second shutter to the COMPUTER ROOM. And no, E-Boxes don't work in Operation Wipeout.



RESEARCH AREA HALL: After passing through the COMPUTER ROOM you will come out in the RESEARCH AREA HALL. Cross the shutter and take the first door on your left into the RESEARCH MEETING ROOM in order to deal with the raptor in the GAS EXPERIMENT ROOM. Use point blank S&W shots to take him out quickly and painfully.



When you return to this hall you will find two raptors waiting for you behind a shutter just around the corner. You could just stand there and use 9mm ammo to kill them both safely, but that takes too long! Instead, kill one quickly using either your Grenade Bullet or Poison Dart. I prefer to use the grenade here, because there is a slight chance it won't kill, and you can follow it up with a few 9mm Parabellum rounds to make sure the job is done before lowering the shutter. Attack the second raptor with whatever is left of your S&W ammo (point blank hits) and if you run out, polish up with a few 9mm Parabellum rounds.



LIBRARY AREA: This area can be tricky depending on the starting location of the two raptors (sometimes they are both right on top of you), but if you've followed my recommendations, you should have enough ammo to deal with any scenario. Nail the first raptor immediately with your Poison Dart, then switch to SG Bullets to smack the second one around with point blank hits. Normally it only takes 3 or 4 point blank SG Bullets to kill a vanilla raptor, which leaves you free to use ONE SG Bullet for an instant quick kill on any faking raptor earlier in the mission.



Now take the South exit back through MAIN HALLWAY B1 to HALL B1 and finally back into the MEDICAL ROOM HALLWAY.



Mission Two

Time Limit: 4:00

Our Best Time: 3:09

Enemies: x 6

Weapons:



Supplies:



Things take a turn for the worse in mission 02, or as I like to call it, Ammo Crisis. By far the most difficult of all the missions, this one is all about making a little ammo go a long way. Not only do you have precious little ammo, but you have to play it safe too. With only two small Med Packs, you have to be very careful not to let Regina get damaged to the point where she has to limp back to the starting area.



PASSAGEWAY TO THE EXPERIMENT AREA: Turn the corner, walk up to the shutter, raise your gat and start busting some 9mm parabellum caps! The moment the vanilla raptor goes down, ignore the air vent and run straight through the door ahead into the SECURITY PASS ROOM. Keep heading straight into the PARTS STORAGE area, and take a right just as you exit the sterilization corridor to reach the PASSAGEWAY (descriptive name, huh?).



PASSAGEWAY: I know I said that raptor health is random (it is) but for some reason this super raptor always seems to be tough. You could take him down with 4 or 5 point blank Slag Bullets (and 9mm change if you want to be super efficient, pinning him against a wall and firing handgun bullets between Slag shots) but that makes things much harder later on in the mission. I prefer to kill this raptor the slow, safe way. Hit him with two Small AN. Darts, then start pecking away with 9mm bullets. When he stirs, tranq him again. It will probably take around 3 doses (6 AN. Darts total) to kill him, which seems like a long time, but it really is the safest way. Also, the raptor normally starts waaaaay down the other end of the corridor, giving you time for 3 or 4 9mm shots before it even gets close to you! When he's dead, head back through the PARTS STORAGE area to the EXPERIMENT ROOM HALL.



EXPERIMENT ROOM HALL: Now things start to get tricky. There are two super raptors in this hall, and one of them normally appears just West of you as you enter, outside the RESEARCHER REST ROOM. The safe thing to do is just to take it down with your Heat Bullet straight away and then mop up the other super raptor with point blank SG Bullets. However, if you are looking for that record time (like it means anything), try leading the first super raptor down the hall to where its buddy is. Then attempt to position them so they are close to each other, and aim your Heat Bullet so that two parts of the grenade hit one super raptor and the third part hits the other super raptor (this is much more difficult with auto-targeting on). Mop up what's left with SG Bullets (remember, SG Bullets can hit multiple enemies at once if you are at the right distance).



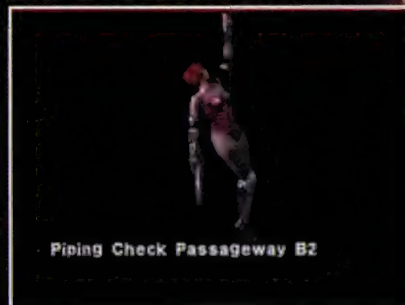


RESEARCHER REST ROOM: The last super raptor lives in the RESEARCHER REST ROOM, but if you save it till last, it will normally wander out into the EXPERIMENT ROOM HALL as you approach the door. Use whatever ammo you have left! If you happen to have a spare SLAG Bullet or SG Bullet left over, knock it down with those. If you only have 9mm ammo, tranq it first with two Small AN. Darts and then shoot it when it is down. This may take a little longer, but remember that you still have to make a little trek through the air vents back to the start to finish the mission, and that journey will take much longer if you are hurt.



STABILIZER DESIGN ROOM: Just one super raptor in here, but it can get the jump on you if you are not careful. Even though you can't see it when you first enter, it will still be tracking you. Be careful, and take him out with point

blank SLAG Bullets. If you leave this super raptor till last (killing the one in the RESEARCHER REST ROOM first) it will normally come out to the EXPERIMENT ROOM HALL to meet you as you head to fight it.



Piping Check Passageway B2



Mission Three

Time Limit: 3:00

Our Best Time: 2:33

Enemies: x7

Weapons:



Supplies:



If mission 02 was Ammo Crisis, mission 03 is Time Crisis (wait, isn't that a game already?). Killing all seven Therizinosaurs isn't really a problem. Getting back to the CENTRAL STAIRWAY before your time runs out is. From the TRANSPORT PASSAGEWAY back to the start is at least a 40 second trip, so you really can't afford to get too beaten up.

MISSION 03
TIME LIMIT 03:00
TARGETS 7

> Your new targets are large and vicious. Be careful at all times > so you can return alive!

CENTRAL STAIRWAY: As soon as the game begins, run around the corner and try to dodge past the two Therizinosaurs to the other side of the shutter. Don't worry if you take a few knocks on the way, only their overhead duel claw swipe does any real damage. Once behind the safety of the shutter, open fire with Slag Bullets as the Therizinosaurs stumble repeatedly into the red lasers. Keep an eye on the Target count at the bottom of the screen to see when they are both dead, then quickly disengage

the shutter and run down the hall to the REST STATION, and on to the CARRYING

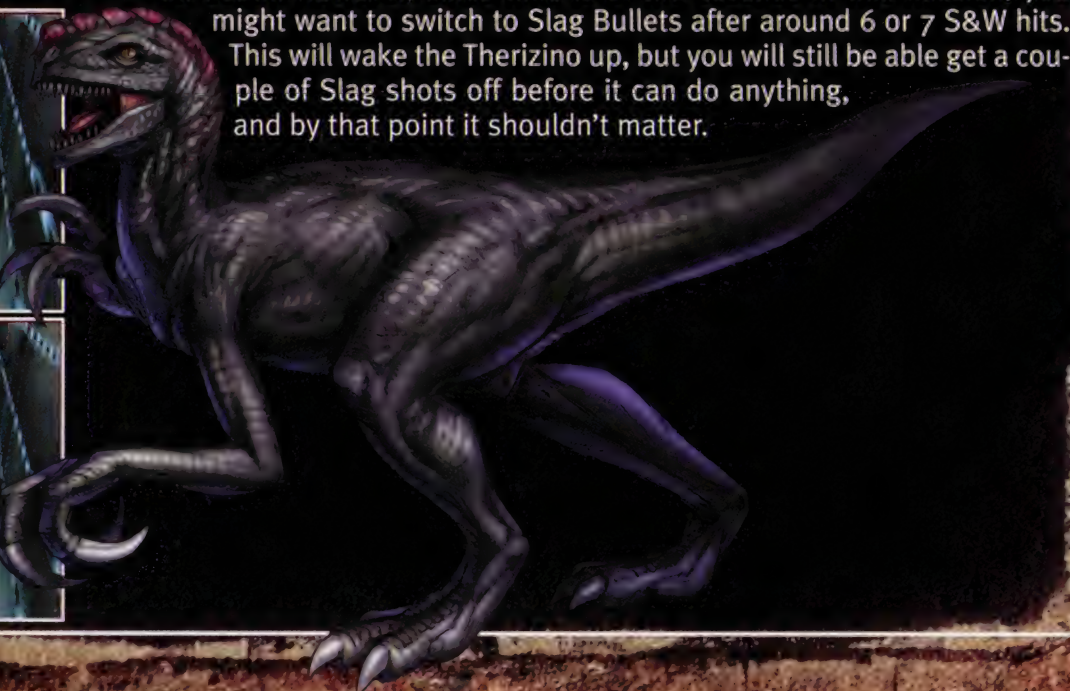
OUT ROOM PASSAGEWAY. If you want to save time at the expense of your safety, you can try going out firing with a Heat

Grenade, but the odds don't look good.



PASSAGEWAY TO THE CARRYING OUT ROOM: Another pair of Therizinosaurs, and no shutter for safety! This is an area where the best way to tackle the Therizinosaurs really depends on their starting location. If they are both close together then use your Poison Dart on one of them straight away. If not, and you think you have some quality time alone with the first Therizino before his buddy comes to back him up, then use a single Heat Bullet and mop up with a couple of Slag Bullets. This will free up the Poison Dart for later. No matter how you kill the first Therizino, use a Medium An. Dart on the second one and once it is down, open fire with 40S&W ammo. Therizinosaurs will almost never wake up for 40S&W hits and you can just keep plugging away at its sleeping body

till death! However, since time is of the essence in this mission, you might want to switch to Slag Bullets after around 6 or 7 S&W hits. This will wake the Therizino up, but you will still be able get a couple of Slag shots off before it can do anything, and by that point it shouldn't matter.





GENERAL WEAPONS STORAGE: Hug the inside wall as you zip through the CARRYING OUT ROOM, to save time as much as possible. Once you have passed through the CONTROL ROOM, two more Therizinos will meet you in the GENERAL WEAPONS STORAGE. Hit the FIRST Therizino with a Medium AN. Dart and use a Heat Bullet and some Slag ammo on the second. Now return

to the sleeping Therizino and start popping those 40S&W caps! Remember to switch to Slag ammo after about 6 or 7 S&W hits to speed up the process. When the area is clear, head North into the TRANSPORT PASSAGEWAY.

TRANSPORT PASSAGEWAY: The last Therizino. If you still have the Poison Dart, come in, fire blind with auto-targeting, and get out of there. If a Heat Grenade is all you have, offer that as an Hors D'oeuvres and follow up with an Entrée of hearty "Slag" blasts. Then make like a shepherd and get the flock out of there. It's a long, LONG way back to the CENTRAL STAIRWAY—at least a 40 second road trip. So pack light.



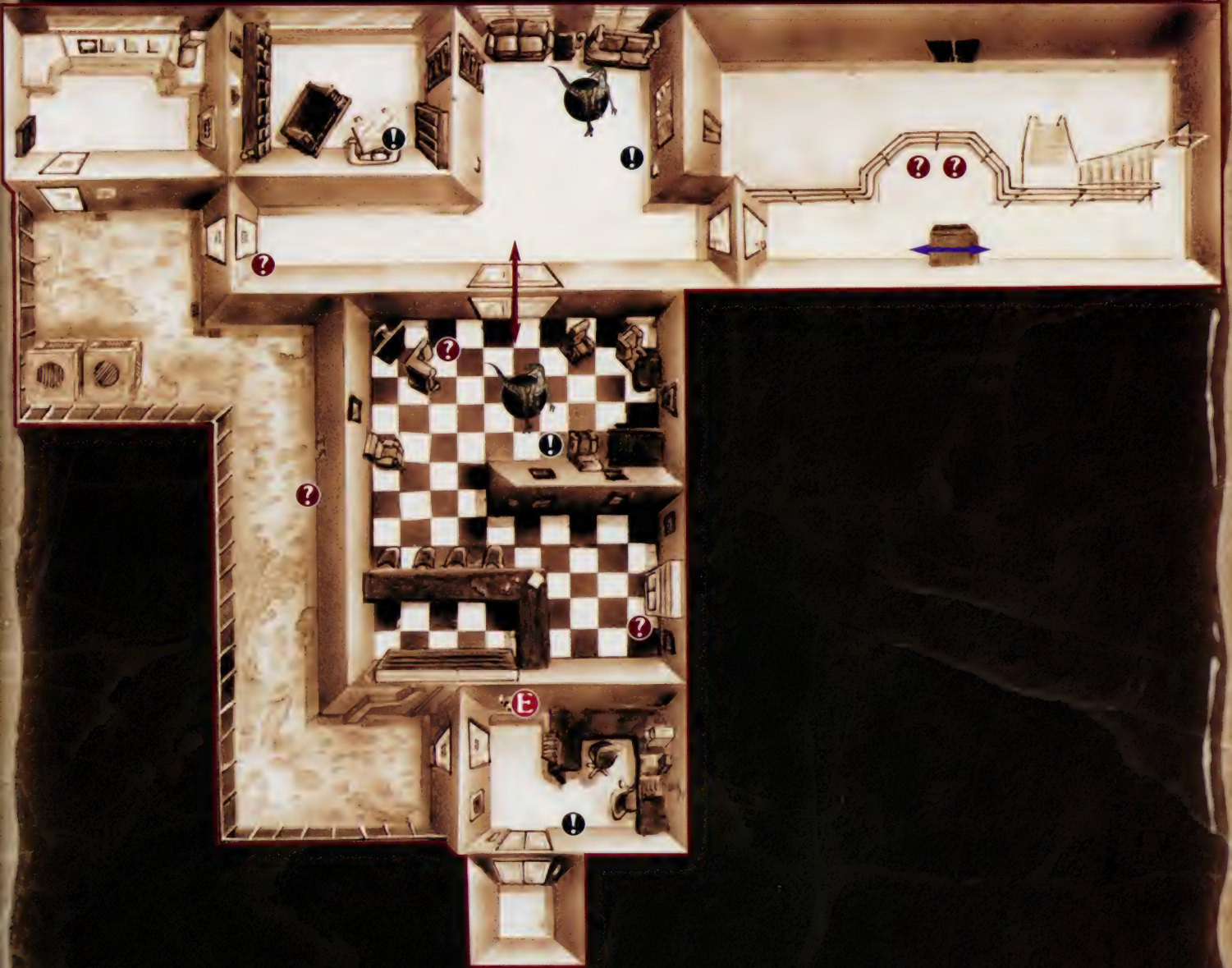
MAP APPENDIX

Compound Level 1F Map



-  Random Item (may not appear)
-  Fixed Item (always appears)
-  Plug (frequently not visible)
-  Red Emergency Box
-  Green Emergency Box
-  Yellow Emergency Box
-  Enemy (present from the beginning)
-  Enemy (appears at a later stage)
-  Enemy (appears as part of a "Danger" scene)
-  Door that can be crossed by enemies
-  Pushable object (contains items)

Compound Level 2F Map



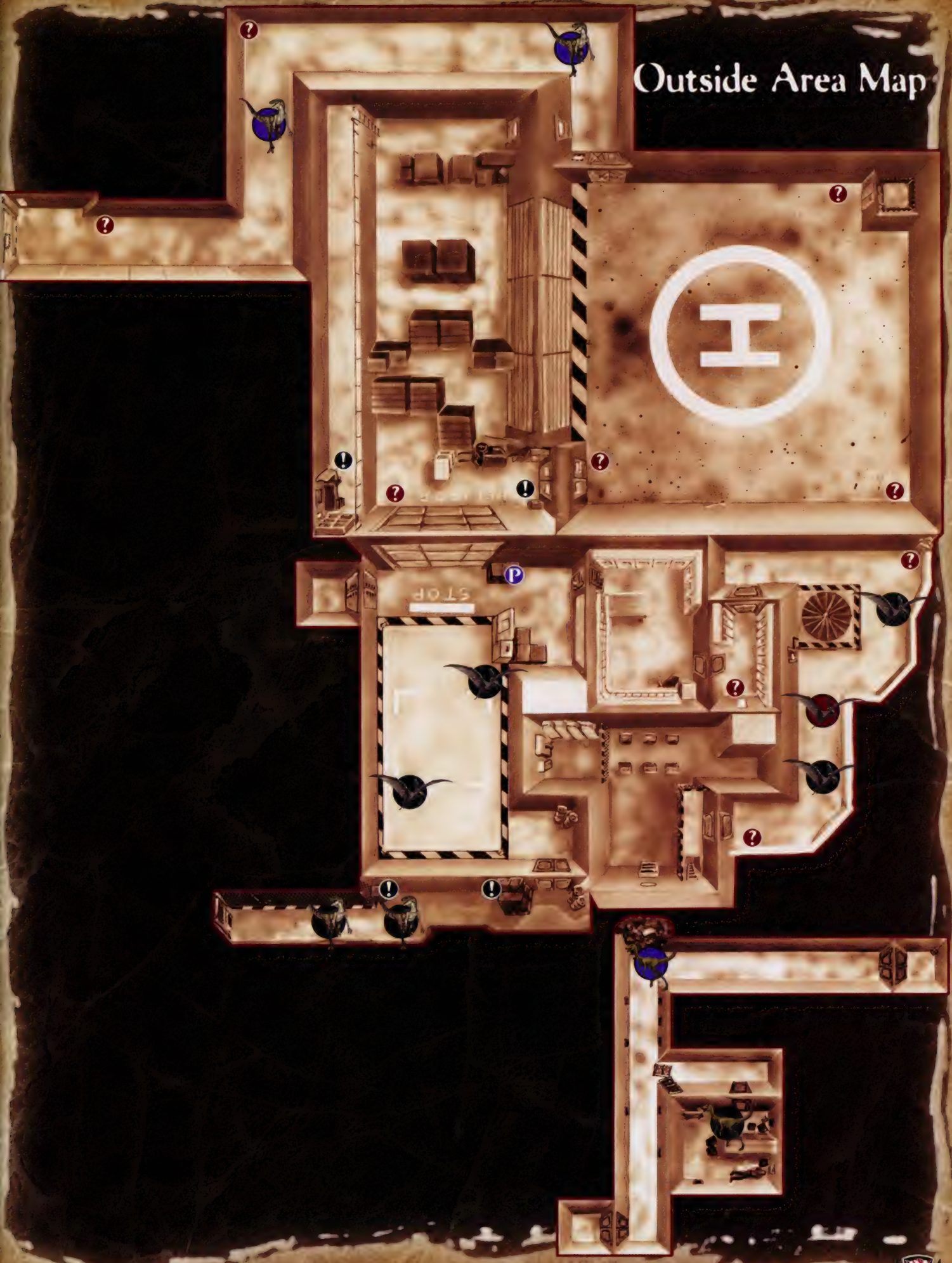
Compound Level B1 Map



- Random Item (may not appear)
- Fixed Item (always appears)
- Plug (frequently not visible)
- Red Emergency Box
- Green Emergency Box
- Yellow Emergency Box
- Enemy (present from the beginning)
- Enemy (appears at a later stage)
- Enemy (appears as part of a "Danger" scene)
- Door that can be crossed by enemies
- Pushable object (contains items)



Outside Area Map



Compound Level B3 Map

❓ Random Item (may not appear)

! Fixed Item (always appears)

P Plug (frequently not visible)

E Red Emergency Box

G Green Emergency Box

Y Yellow Emergency Box

Enemy (present from the beginning)

Enemy (appears at a later stage)

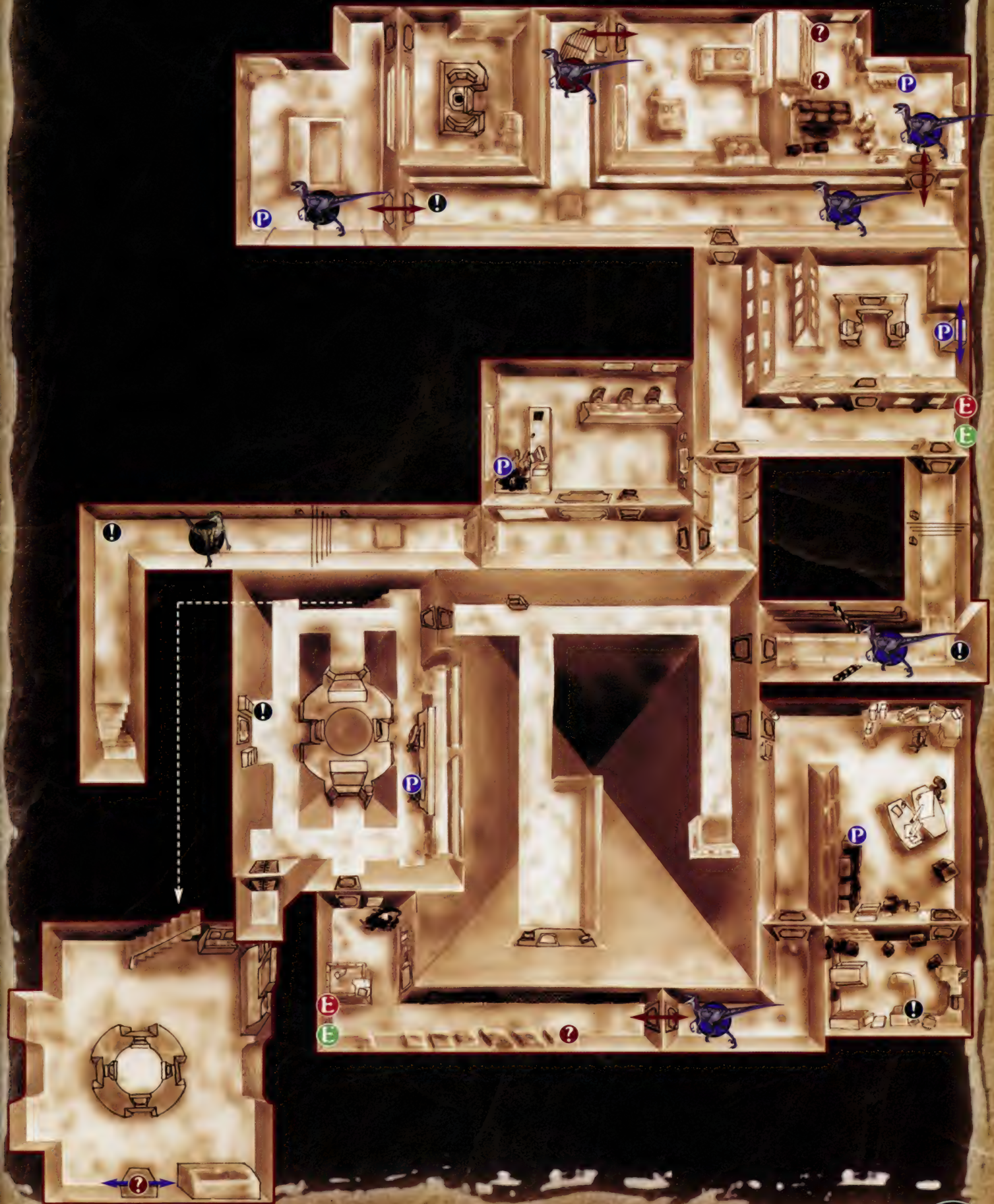
Enemy (appears as part of a "Danger" scene)

Door that can be crossed by enemies

Pushable object (contains items)



Compound Level B2 Map







INTERVIEWS



Kazunori Tazaki

Motion Chief • Character Designer

Could you briefly introduce yourself, tell us what your responsibilities were for Dino Crisis, and list what titles you've worked on in the past?

I've done Player & Sub-character design, T-rex modeling & motion, Pteranodon and Therizino modeling, and cut scene animation in *Dino Crisis*. In the past I worked on the *Megaman* series (4,5 and X, X2, X4).

What inspiration was behind the design of Dino Crisis characters? Did you consider the "sexy" game heroines such as Lara Croft when designing Regina?

I think we have an image of spies being sexy in general, and Regina is a product of that.

As in the Resident Evil games, Dino Crisis does not use motion capture. Why? Are you able to achieve everything you want with animation by hand?

When the motion is created with motion capture, it is really hard to fix it when the motion you've captured is not what you want. Some time it's overdone and it looks silly... We were able to get the right motion by creating it by hand, and it's easier to fix.

How did you go about creating motion for the dinosaurs? Were other dinosaur movies used as reference, or are they based on other animals?

My main reference was the motion of real wild animals. I did look at some dinosaur movies, but only to make sure they didn't look the same.

Dino Crisis is the first Survival Horror game to use polygon enveloping, correct? Did the adoption of this technique present any special challenges to the motion and modeling staff?

(continued on right column of page 97)

Shinji Mikami

Producer • Director

With Dino Crisis, you have taken the Survival Horror genre to the next logical step of evolution. Do you think there are other places this genre can go? Will you continue to produce this type of game, or would you like to move on to different genres?

I think we can do more in this Survival Horror genre. But there are many things I want to do in other genres as well.

Is Dino Crisis intended to be a series, like Resident Evil, or just a one-shot? Will it be released on other platforms? Will we ever see Regina again...?

No Comment.

How long did Dino Crisis take to complete? Was it originally started with pre-rendered backgrounds, or was it always intended to be full polygon?





(continued from page 96)

Yes, the modeling was especially tough. In some camera angles, the texture was too rough and with some motions, the polygon link would break and be difficult to fix.

Did the full polygon environment of Dino Crisis take up more RAM space than the pre-rendered Resident Evil series? Did this limit you in terms of what motions you could fit in RAM?

We had a limit and it was a tough challenge. It was difficult to use all of the sprites and colors we wanted, but the limitation on the motions wasn't that bad and I feel I accomplished most of what I wanted to do.

Did the full polygon environment impact the number of polygons used in the main character models when compared to Resident Evil?

Fortunately, since *Dino Crisis* uses skin enveloping, the number of polygons used for connecting body parts have decreased naturally.

Is the same Regina model used throughout the games, or does the game use higher detail models for cut scenes and lower detail ones in more complicated scenes?

The main body is always the same. For some weapons, we created specific models for the hand based on those weapons.

Was any special research put into the weapons brandished by Regina, Gail and Rick in the game? For instance, did you research the proper way such guns are handled and fired?

We have a military nut on our team so he took the role of advisor.

What was the inspiration for the different, bonus costumes?

Two are simply different combat styles. The third, Ancient Type, was a joke. Like, dinosaurs vs. cavemen.

Finally, is that supposed to be Regina's natural hair color?

No, she dyes it.

It took 2 years and 7 month to complete *Dino Crisis*. And doing it as a full polygon game was our intention from the beginning.

Did the shift into full polygons present any special challenges for the staff? Was the staff composed of team members who had worked on Resident Evil 1 and 2, or was the staff new?

Doing a Survival Horror title in true 3D was a real challenge. Some members of the team had worked on *Resident Evil*, but now the *Dino Crisis* team is separate from the *Resident Evil* team.

The puzzles in Dino Crisis are very complex when compared to Resident Evil. Who creates the puzzles? Why did you decide to change the emphasis to puzzles over action?

The planner, Takumi, created the puzzles. Making them a large part of the game wasn't part of our original vision, but they ended up being a major factor in the end.

Dino Crisis is the first Survival Horror game to feature only one playable character. Was it ever part of the plan to play as any of the other characters?

Dino Crisis was made to have only one playable character from the start. We decided to go with the multiple game scenario system rather than having two characters with different stories.

Do you provide the storyboards for the CG movies, or do the outside companies essentially handle the movies on their own?

We work very close with the CG guys from the very beginning of the concept stage, through the development stage, and all the way to the end. Ideas came from both of us (Capcom and CG guys).

(continued next page)

Yuko Takadai

Main Stage Designer

Could you briefly introduce yourself, tell us what your responsibilities were for Dino Crisis, and list what titles you've worked on in the past?

I did the background design in *Dino Crisis*. In the past I've done base design in *Resident Evil* and background graphics in the *Breath of Fire* series.

What sort of design references were used for Dino Crisis' military base? Did you visit any locations as reference?

I looked at a lot of movies, photographs, and architectural references.

How did you go about designing the stages? Did you receive a copy of the scenario and work from that reference, or did you create stages on your own?

They created the stage map, based on the scenario and strategic aspects first, and I designed the stages based on that.

Did you concentrate on creating a "lived-in" look; that is, a base that could actually function?

No, rather than that, I've concentrated in matching the atmosphere of the game and not forgetting that the enemy is dinosaurs (which affects the size of the environment).

Was it a struggle to fit all of the textures in RAM? Did you have to compromise on quality?

Just a little. But quality came first.

Which area or room in Dino Crisis are you most proud of?

The Garden Heliport and the T-Rex areas.

(Shinji Mikami interview continued from previous page)

What part of Dino Crisis are you most proud of? Were there any aspects of the game that you thought would be impossible to achieve at the outset, and yet you were able to pull it off in the end?

I'm most proud of the motion and models of the dinosaurs. We originally wanted to have a battle scene in the jungle but because of hardware

limitations, we couldn't implement it.

How did the staff, specifically the design and motion staff, go about researching dinosaurs? Were the American films *Jurassic Park* and *The Lost World* used as reference?

Jurassic Park was one of our references. But that certainly not the only source we looked at. We also studied motions of real animals like Alligators, Lizards and Bears.

How did you choose which dinosaurs that would appear in the game? Were there any other types of dinosaurs you wanted to utilize, but didn't have time to figure out?

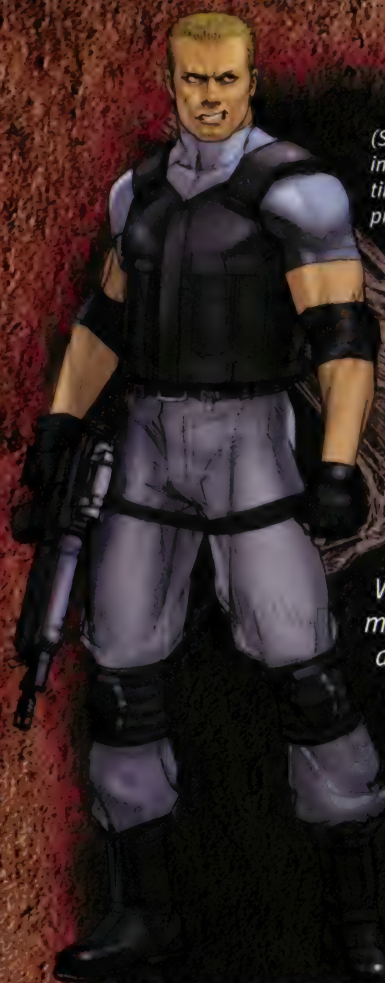
Since the dinosaurs had to fight against the main character, we picked the ones that would work best in battles against humans. We really wanted to use a Triceratops in the game, but weren't able to.

Are extra features such as Operation Wipe Out and the extra costumes decided on at the beginning of planning, or are they the sort of thing that are put in towards the end of development, if there's time?

We planned to put some extras in the game if we had time, but the specific details weren't decided until the very end of the development stage.

What was the impetus to add the new "DANGER!" scenes?

To make the player excited and



tense and scared.

A number of changes were made between the Japanese and American versions of Dino Crisis, including a new model for Regina, more enemies and ammo. Who makes these decisions? What were you trying to achieve?

There's no new model for Regina, it's only the change we made in the 2D graphics. The polygon model used in the actual game is the same as the Japanese version. We did add more enemies, because we thought players might want more fights in the game. And I made these decisions.

Why do you hate helicopter pilots so much? You kill off dozens of them in your games!

[smiles] It's nothing personal!

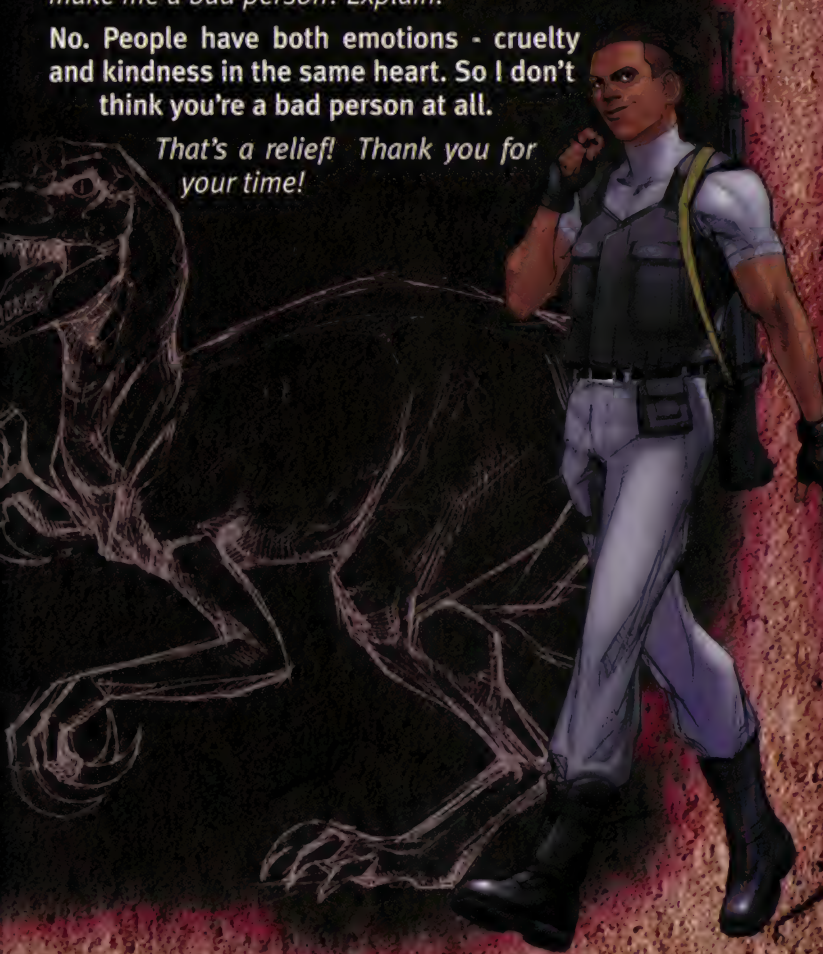
If you were trapped on a desert island, surrounded by zombies or raptors or terrorists or mutated kangaroos or whatever, who would you want to save you: The black-ops team from Dino Crisis or the S.T.A.R.S. heroes from Resident Evil? Why?

I would save myself.

I find it immensely satisfying to slaughter the cute, harmless Compies with the shotgun. Does that make me a bad person? Explain.

No. People have both emotions - cruelty and kindness in the same heart. So I don't think you're a bad person at all.

That's a relief! Thank you for your time!



Makoto Tomozawa
Main Composer

Shinya Mikami
Sound Designer

Could you briefly introduce yourself, tell us what your responsibilities were for Dino Crisis, and list what titles you've worked on in the past?

MT: In *Dino Crisis*, I made the sound system, directed the music, composed the music for the T-rex attacks and about half of the other tracks, including the ending score and the credits. In the past, I've done *Magical Adventure 2*, *Resident Evil 1*, and *Megaman Legends*.

AM: I did the sound effects in *Dino Crisis*. In the past, I've worked on *Hanako-san ga kita* and *Megaman X4*.

Mr. Mikami has said that the feeling of playing Dino Crisis is like a roller coaster. Did the approach taken to Dino Crisis' music reflect this, as opposed to your more atmospheric compositions from the original Resident Evil?

MT: Mr. Mikami's concept is always reflected in the music. Since I've worked on *Resident Evil*, at the beginning, Mr. Mikami was concerned that my work was too reminiscent of that game. It wasn't easy to produce a different taste of terror with the music in *Dino Crisis*, but I'm 100% satisfied with the result.

What is involved in creating sound effects for a PlayStation game? Did you use sources such as sound effect library CDs, or did you create your own?

AM: Sometime I've used library CDs as a base material and sometime created my own.

What inspiration did you use for the dinosaur howling sound effects? Did you create them from scratch?

AM: *Jurassic Park* and *Godzilla* inspired me.

How many sound effects are there, in total? Were you limited by the PlayStation RAM as to how many you could use?

AM: About 1,000. I wanted to have more variations of the dinosaurs howling sound but RAM limitations wouldn't allow it.

Is there any particular music piece or sound effect from Dino Crisis that you are especially proud of?

MT: I like every piece I've composed. But if I had to choose one, I would pick the music for the end credits because the tone of the music is totally different from the in-game music because it's very gentle and calm.

AM: My favorite sound effect is when the T-rex bites and chews up Regina.

"The **best** video game from **VERSUS BOOKS**,

"The **VERSUS BOOKS Resident Evil 2** guide is the **VERSUS BOOKS Final Fantasy VII** guide is the guides, and **won't take away any of the fun of**

"The most complete Final Fantasy VII guide, that **doesn't**

"There are an amazing **fifty secrets** in the **VERSUS BOOKS**

"The **VERSUS BOOKS FF VII** guide sets a **new standard for strategy guides.**" -Chris Hayes

thing I will do is check to see if you made a guide for it." -Paul "Your Street Fighter

guide I've ever seen. It's improved my game dramatically and I appreciate its **high**

ees have been **recommending the VERSUS BOOKS Resident Evil 2** guide over the others."

"I have recently promoted your guide on my web page." -Cuberus "Your **RE2** book is the **most awesome** in the world." -S.Vegeta "I think that

your work with **FFVII** is **the best** that has ever been done with the game." -David Stone "I will definitely use your guides again." -Steven L. Hefner

"I've read through the **VERSUS BOOKS FFVII** guide and found it quite informative with **much less errors than the official book.**" -Franklyn

Colebrooke, Jr. "I would like to compliment you on making **the best RPG guide book ever!**" -Pyrate "Your **RE2** book is the **best damn strategy**

guide ever made." -Hurtl Dhl "I just wanted to say that your **FF7** book is the best by far. **Everything is just perfect.**" -John W. Napper Sr. "Your

book rules! **It beats up the other companies.**" -Joseph M. Bradham "Your strategy guide is without a doubt **the best on the market.**" -Dennis

Chang "This is how all **RPG** guides should be!!! Thanks for writing a **quality** guide." -Pentax 24 "You have done an excellent job and I have no

doubt that I will look to **VERSUS BOOKS** the next time I need hints." -Hevin McCullough "I have your **FF7** guide and use it like a bible." -Victor

"Wats off to a **110%** effort in creating an awesome guide for **RE2.**" -Dennis Mills "Your **RE2** guide is **the best** on the market!" -Gmckela "Your book is **the perfect guide!** Your books are the best!!!! Your **RE2** guide is all

I use!!!! (It's da bomb!)" -Leon 166 "I will have nothing but good things to say about your company, and will recommend your books to everyone who enjoys games as much as I do." David Noble "I only buy **VERSUS**

BOOKS strategy guides." -Chivasan "I made the unfortunate mistake of purchasing a **RE2** guide from Prima, and it sucked. Halfway through Leon's first mission, I gave it to my dog Bubba to rip up. I went back to the

store and found the **VERSUS BOOKS RE2** guide. I was astonished. Next time I need a strategy guide, I am going to save myself a headache and check for a **VERSUS BOOKS** strategy guide first." -Jason "Please tell Casey

Loe he is the **best guide writer there can be.**" -Daniel Rodriguez "I think that your **FF7** guide is the **best one ever made.** It's totally detailed and does not ruin the game at all. I can't wait for Tekken 3 to come out

so that I can get that strategy guide also." -Luis Ballesteros "I LOVE your book. I know several people who have the official book and frankly it sucks, bad." -Mr. Popo "After reading the **FFVII** guide (front to back) I

was impressed by the quality of the screenshots, clarity of the information, and just about everything else. It was entertaining as well, straying from the usual dry descriptions which plague many other books I

strategy guides are period."

-Posted to Usenet
better than Gamefan's official guide." -GamePro
most useful. It is the best organized of all the
playing through the game" -EGM/GameSpot
reveal the plot, is from VERSUS BOOKS." -Next Generation
FF VII guide that aren't in the official guide." -GamePro

"You've restored my faith in guide books." -Lonny Vega "If I get a new game, the first
Alpha 2 guide is perfect!" -ABIGV "You've definitely created the best Tekken 3 Strategy
quality." -Aaron Sabolch "I am a manager of a Babbage's store. I and the other employ-
-David "You guys are the best thing in video game strategy guide history!" -Chris C.

Louie "Your book rules and I'm a hardcore RE2 player." -Nightraid69 "I hope that your business grows." -Jason Beels "I will look forward to
your next publication." -HainSproth "I read your FFVII guide after the official Brady one, and yours is soooooo much better...I showed it to all
my friends at school, and they agreed that the Brady one is a total P.O.S. compared to yours." -Matt Henney "Your RE2 book really is the per-
fect guide. I give it five stars out of five." -Michael P. Clark "The book is incredible! Enough said." -Craig Knouse "I loved this guide in every
aspect!!!!" -Subchu "I love your FF7 book. It is the best strategy book I've ever read." -Mike Cornelison "I LOVE your book! I really do!" -Alex
Cage "Your book is far superior - more secrets and you don't give the plot away. A hell of a job" -The Irish Ninja "Make mine VERSUS BOOKS!" -
Joel Webster "I know where to turn when FF8 comes out." -Shawn M. Jackson "I'm a guaranteed purchaser of your products." -Dave2 "Thank
you for the very best strategy guide I have ever read." -Yodist "I enjoy your FF VII guide as much as the game." -Joyce Cheuk
not seen another company that can equal the depth and quality that your books provide. I was also wondering if you might be able to tell me when you will begin publishing your magazine? I can't wait to check it
out." - Michael Enger "I loved your book on FF7, it helped me out and it didn't give the end away." "There is no contest that your book is the best. I love the walkthroughs. I hope you make a book for RE3." -John -
IceFlow "Your FF VII guide is amazing and better than the Brady official guide." -Fred Tumbagahan "I would like to congratulate you on the greatest guide I have ever read." -Daniel Moffett "I'd get the VERSUS BOOKS
RE 2 guide...Gamefan's is harder to follow and doesn't give any good pictures to illustrate points in the game." -Brian M. Briones "Your FF7 guide was the most useful guide I've ever used, and it didn't spoil anything.

This guide complimented the game perfectly, as so few
things do." -Darksaber "Where should I start? How about
that your strategy guide has been the most helpful and
best strategy guide I've ever read in my life. You go
since. The maps and pictures were clear and the poster was a
great idea." -Thomas Liddle "I like the fact that ALL the enemy
skills are in the book." -James Tucker "I bought your FF7 guide
because it is do bomb." -Ralph Feller, Jr. "I think the way you
laid out the FF7 guide was great." -Matt Haas "I had beaten FF7
and wanted to go through it again, picking up all the little secrets
I had missed the first time around. Your book is the best guide
to the game out there." -Rater "Your guide is well done and planned
and thank myself on a daily basis that I didn't take the store owner's advice
and buy that lame official Brady version. The layout of your book certainly
reflects a lot of time, thought, and effort." -Chris Hayes "You have made a
wonderful strategy guide!! It was much more extensive than the official FF VII
guide!!" -Archangel Zeo "I am most impressed with your guide." -Larry L.
"Your FF VII guide is one of the best I've seen, and is excellently written. It's
10 times better than the crappy Brady Games Square licensed one." -CRFire
guide they write "Brat Zoliker" instead of "Brat Vickers"...and they write that he was pecked to death
by crows in the last RE game...your guide is the best and I'm telling all my friends to get it! These who
spent an extra \$5 on the official one are now crying in their mans' laps." -Jelo "Your book for RE2 is
the greatest!! The way to follow walkthroughs allowed me to beat the game in under 3 hours. Thanks
to this guide!" -James S. Reed "The RE2 guide is great not only because it's in-depth, but it's also
got some really funny stuff in it! You guys rule! Please put some information on the magazine up on
the web site, I'll definitely be a subscriber." -Eliann "I love the Tekken 3 guide. It blows all the other
fighting strategy guides out of the water. I really liked the strategy for each character (my favorite
being Bryan). Thanks!!" "Keep up the good work in your fine research and guide presentations!" -
ChrisHenne "You guys did a good job on the guide. A lot of the guides I have seen kinda suck. I love
how you break down each individual character and give tips and strategies unique to each." -
Mitchell Ridiger "Hey I must commend you on your Street Fighter Alpha 2 guide. It is huge!! I am
pleased with you please, please make a strategy guide on Street Fighter Alpha 3." -Mike Rivasan
"I hope you write a guide about SF20 and Vampire Savior and definitely write one about SF3." -BBIGV

THE GAMERS HAVE SPOKEN. VERSUS BOOKS

VERSUS BOOKS™

GET THE OFFICIAL

THE LEGEND OF

ZELDA

OCARINA OF TIME™

TWO FREE GIANT POSTERS INSIDE!

TONS OF EXCLUSIVE FULL-COLOR MAPS!

EVERY SECRET REVEALED!

OFFICIAL PERFECT GUIDE

Complete Walkthrough
All the Gold Skulltulas
Every Item & Weapon
All the Heart Pieces
Secret Boss Strategies

VERSUS BOOKS

COLLECTOR'S EDITION

Official Nintendo Licensed Product

NINTENDO 64



Featuring:



Find the Mysterious Pierre!



Get the Horse!



Special Hidden Boss Strategies!



Get all Gold Skulltulas!

THE BEST ZELDA GUIDE YOU CAN BUY!



Find ALL Hidden Items and Heart Pieces!

ZELDA 64 PERFECT GUIDE NOW!

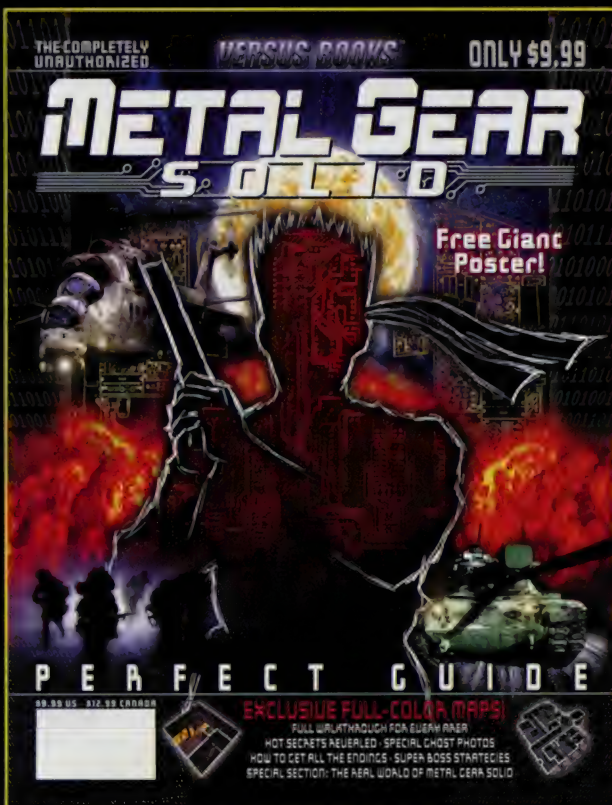
Get ready to master Nintendo's most epic adventure ever, *The Legend of Zelda: Ocarina of Time*! **VERSUS BOOKS** has created the most in-depth guide possible, complete with dozens of exclusive full-color maps and user-friendly walkthroughs. We've included **EVERY** Item, Weapon, Heart Piece, and Gold Skulltula found in the game. You'll also get top-secret tactics to defeat every enemy and boss. Written by Casey Loe, author of the best-selling **VERSUS BOOKS** *Final Fantasy VII*, *Resident Evil 2*, and *Metal Gear Solid* guides.

The Legend of Zelda® *Ocarina of Time*™. TM and ® are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. All rights reserved.



**ULTRA-DETAILED
MAPS OF EVERY AREA!**

**ALSO STILL AVAILABLE...
THE BEST METAL GEAR
SOLID GUIDE IN EXISTENCE!**



Get the most in-depth MGS Guide only
from **VERSUS BOOKS**!

VERSUS BOOKS ORDER FORM

# copies	name of book	price each	subtotal
_____	Dino Crisis.....	@ \$14.99.....	_____
_____	Zelda: Ocarina of Time @	\$12.99.....	_____
_____	Metal Gear Solid	@ \$9.99.....	_____
_____	Resident Evil 2	@ \$9.99.....	_____
_____	Tekken 3	@ \$9.99.....	_____

Shipping charges: \$3 for one book, 50 cents for each additional book.....

TOTAL (add \$4 per copy if ordering from outside US).....

Name _____

Address _____

City _____ State _____ Zip _____

Make checks (US funds) payable to: Versus Books.

Or for credit card: Name on the card _____

Credit Card number _____

CC type (Visa or MC only) _____ Expiration _____

SEND TO: Versus Books, PO Box 469105, Escondido, CA 92046
(photocopies accepted • orders shipped within 48 hours of receipt of order)

FOR FASTEST SERVICE (Credit Card orders only):

CALL 800/639-4765
orders only, no game tips at this line

VERSUS BOOKS™ **GET THE METAL GEAR**

THE COMPLETELY
UNAUTHORIZED

VERSUS BOOKS

ONLY \$9.99

METAL GEAR SOLID

**Free Giant
Poster!**

P E R F E C T G U I D E

\$9.99 US • \$12.99 CANADA

EXCLUSIVE FULL-COLOR MAPS!

FULL WALKTHROUGH FOR EVERY AREA
HOT SECRETS REVEALED • SPECIAL GHOST PHOTOS
HOW TO GET ALL THE ENDINGS • SUPER BOSS STRATEGIES
SPECIAL SECTION: THE REAL WORLD OF METAL GEAR SOLID

Featuring:



**All Hidden Ghosts
Exposed!**



**CRAZY Secrets
Revealed!**



**Special Section:
The REAL WORLD of
Metal Gear Solid!**

The BEST MGS Guide You Can Buy!



In-depth UA Training Coverage - Get the Best Times EVER!

SOLID PERFECT GUIDE NOW!

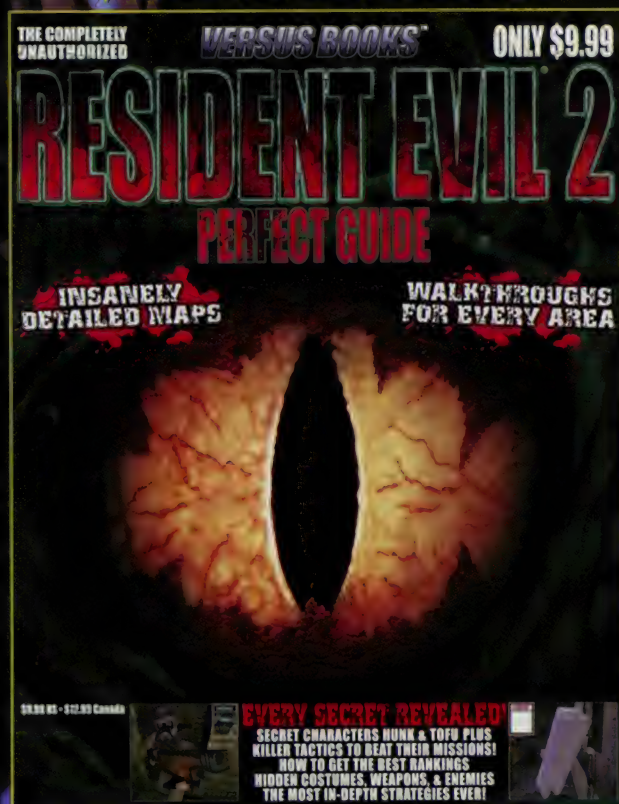
Join the VERSUS BOOKS team on an incredible mission through the world of Solid Snake as we expose all the weapons and items you'll need to defeat Metal Gear REX. This book features nearly 100 exclusive, full-color maps which guide you through the game in the most user-friendly way possible. Also included are dozens of unique secrets, as well as some of the most comprehensive strategies ever in a video game guide. Written by Casey Loe, author of the best-selling VERSUS BOOKS Final Fantasy VII and Resident Evil 2 guides, this is the ONLY guide you need for MGS!

Metal Gear Solid® is a registered trademark of Konami Co., Ltd. This book is published without the license, official seal, or authorization of Konami Co., Ltd.



**Ultra Detailed Maps
for All Areas!**

**ALSO STILL AVAILABLE...
THE BEST RESIDENT EVIL 2
GUIDE IN EXISTENCE!**



**Get the most in-depth Resident Evil 2 Guide
only from VERSUS BOOKS!**

VERSUS BOOKS ORDER FORM

# copies	name of book	price each	subtotal
_____	Dino Crisis.....	@ \$14.99.....	_____
_____	Zelda: Ocarina of Time @	\$12.99.....	_____
_____	Metal Gear Solid	@ \$9.99.....	_____
_____	Resident Evil 2	@ \$9.99.....	_____
_____	Tekken 3	@ \$9.99.....	_____
Shipping charges: \$3 for one book, 50 cents for each additional book.....			_____
TOTAL (add \$4 per copy if ordering from outside US).....			_____

Name _____

Address _____

City _____ State _____ Zip _____

Make checks (US funds) payable to: Versus Books.

Or for credit card: Name on the card _____

Credit Card number _____

CC type (Visa or MC only) _____ Expiration _____

SEND TO: Versus Books, PO Box 469105, Escondido, CA 92046
(photocopies accepted • orders shipped within 48 hours of receipt of order)

FOR FASTEST SERVICE (Credit Card orders only):

CALL 800/639-4765
orders only, no game tips at this line

VERSUS BOOKS™ GET THE RESIDENT

THE COMPLETELY
UNAUTHORIZED

VERSUS BOOKS™

ONLY \$9.99

RESIDENT EVIL 2

PERFECT GUIDE

**INSANELY
DETAILED MAPS**

**WALKTHROUGHS
FOR EVERY AREA**

\$9.99 US • \$12.99 Canada



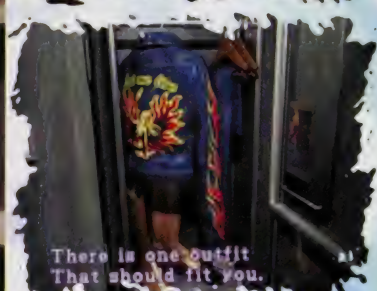
EVERY SECRET REVEALED!

SECRET CHARACTERS HUNK & TOFU PLUS
KILLER TACTICS TO BEAT THEIR MISSIONS!
HOW TO GET THE BEST RANKINGS
HIDDEN COSTUMES, WEAPONS, & ENEMIES
THE MOST IN-DEPTH STRATEGIES EVER!



The BEST RE 2 Guide You Can Buy!

Featuring:

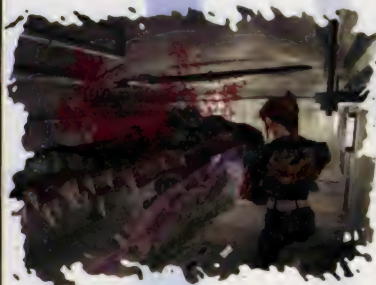


There is one outfit
That should fit you.

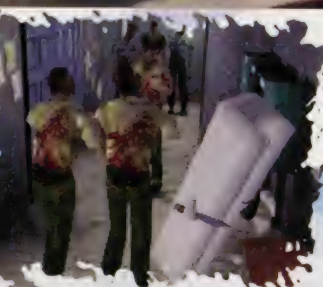
**Incredible Secret
Costumes Unveiled!**



**Secrets of the Ranking
System**



Super Boss Tactics!



Unlock and Complete the Hunk & Tofu Missions!

Special Weapons!

EVIL 2 PERFECT GUIDE NOW!

Resident Evil 2 is the video game event of the year! The only way you're going to survive this horror and find EVERY amazing secret in the game is with the Perfect Guide from Versus Books. We've jam-packed this tome with thousands of crystal clear high-rez screenshots, plus original, ultra-detailed maps created by hand to guide you through the game. We've got walkthroughs for all the scenarios, including details on how to get the best rankings and endings. We blow out all the incredible hidden rewards, including how to change into three different costumes, unlimited-ammo weapons, and the two mysterious hidden characters, Hunk and Tofu. Also included are in-depth profiles of every weapon and monster in the game. Don't just survive the Evil, conquer the Evil! By Resident Evil experts and former Gamefan editors Casey Loe and Ryan Lockhart.

RESIDENT EVIL is a trademark of Capcom Co., Ltd. This book is published without the license, official seal, or authorization of Capcom Co., Ltd.



FULL-COLOR MAPS!

**ALSO STILL AVAILABLE...
THE BEST TEKKEN 3 GUIDE
IN EXISTENCE!**



Get the most in-depth Tekken 3 Guide only from VERSUS BOOKS!

VERSUS BOOKS ORDER FORM

# copies	name of book	price each	subtotal
_____	Dino Crisis.....	@ \$14.99.....	_____
_____	Zelda: Ocarina of Time @	\$12.99.....	_____
_____	Metal Gear Solid	@ \$9.99.....	_____
_____	Resident Evil 2	@ \$9.99.....	_____
_____	Tekken 3	@ \$9.99.....	_____
Shipping charges: \$3 for one book, 50 cents for each additional book.....			
TOTAL (add \$4 per copy if ordering from outside US).....			

Name _____

Address _____

City _____ State _____ Zip _____

Make checks (US funds) payable to: Versus Books.

Or for credit card: Name on the card _____

Credit Card number _____

CC type (Visa or MC only) _____ Expiration _____

SEND TO: Versus Books, PO Box 469105, Escondido, CA 92046

(photocopies accepted • orders shipped within 48 hours of receipt of order)

FOR FASTEST SERVICE (Credit Card orders only):

CALL 800/639-4765
orders only, no game tips at this line

GET YOUR OFFICIAL TEKKEN 3



FEATURING:

EVERY SECRET!



EVERY CHARACTER!



MANIA COMBOS!



ALL THE MOVES!



THE HIDDEN STAGE!



EXPERT STRATEGY!



ULTIMATE GUIDE NOW!

THIS IS IT! THE GUIDE YOU'VE BEEN WAITING FOR...THE OFFICIAL TEKKEN 3 ULTIMATE GUIDE FROM VERSUS BOOKS IS PACKED WITH ALL THE INFO ON THE GREATEST 3D FIGHTER EVER. INSIDE YOU'LL FIND HUNDREDS OF MOVES, OUTRAGEOUS COMBOS, 10-STRINGS, STRING EXTENSIONS, CHAIN THROWS, LINKS, AND OF COURSE, THE INSANE, HARDCORE STRATEGY THAT MADE VERSUS BOOKS FAMOUS. WE'VE GOT OVER 3,400 HIGH-REZ SCREENSHOTS, THOROUGH TRAINING FOR BEGINNER AND ADVANCED PLAYERS, A RANKING CHART, A SPECIAL ARTWORK SECTION, A FREE GIANT POSTER, AND SO MUCH MORE FOR ONLY \$9.99! BY JASON ARNEY, JASON COLE, GRAHAM WOLFE, AND GERALD GUESS



FREE GIANT POSTER INSIDE!

**ALSO STILL AVAILABLE...
THE BEST ZELDA 64
GUIDE IN EXISTENCE!**



**GET THE MOST IN-DEPTH ZELDA
GUIDE ONLY FROM VERSUSBOOKS!**

VERSUS BOOKS ORDER FORM

# copies	name of book	price each	subtotal
_____	Dino Crisis.....	@ \$14.99.....	_____
_____	Zelda: Ocarina of Time @	\$12.99.....	_____
_____	Metal Gear Solid	@ \$9.99.....	_____
_____	Resident Evil 2	@ \$9.99.....	_____
_____	Tekken 3	@ \$9.99.....	_____

Shipping charges: \$3 for one book, 50 cents for each additional book.....

TOTAL (add \$4 per copy if ordering from outside US).....

Name _____

Address _____

City _____ State _____ Zip _____

Make checks (US funds) payable to: Versus Books.

Or for credit card: Name on the card _____

Credit Card number _____

CC type (Visa or MC only) _____ Expiration _____

SEND TO: Versus Books, PO Box 469105, Escondido, CA 92046
(photocopies accepted • orders shipped within 48 hours of receipt of order)

FOR FASTEST SERVICE (Credit Card orders only):

CALL 800/639-4765
orders only, no game tips at this line









THE OFFICIAL PERFECT GUIDE

SPECIAL MISSION: Extinction Agenda Annihilate all creatures.

Use this saved data to
play this special game.



FULL GAME WALKTHROUGH <

Conquer every area of the game with our detailed walkthrough -- complete with full-color maps!

REVEAL ALL THREE ENDINGS <

Discover how to get all three spectacular finales!

GET EVERY HIDDEN COSTUME <

Uncover Army Type and Battle Type... then get ready for Regina's loopy cavegirl antics with Ancient Type!

> UNLOCK OPERATION WIPEOUT

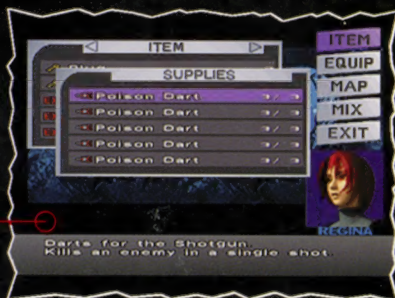
Complete coverage includes maps, expert strategies, and tips on how to get the best times!

> GET THE SUPER GRENADES

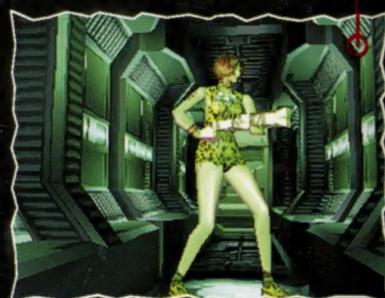
Eviscerate the reptilian menace with infinite grenades!

> SECRETS OF ITEM MIXING

Mix items to get what you need, when you need it! Exploit the system to get infinite Poison Darts!



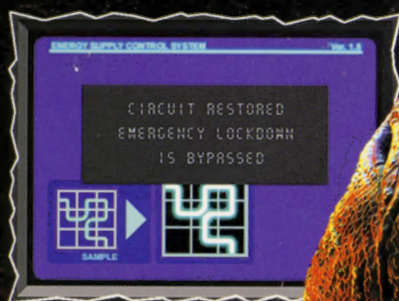
Darts for the Shotgun.
Kills an enemy in a single shot.



INSANELY DETAILED MAPS!



FREE GIANT POSTER INSIDE!



ALL PUZZLE SOLUTIONS!



FROM **VERSUS BOOKS** AND **CAPCOM**